

FREE! MORE SONIC STICKERS!

Sonic the comic



SONIC & KNUCKLES

**HEAD TO DREAD
AGAINST
ROBOTNIK!**



Zone



Welcome Screen

метадрифт

CRAFTWORK

**Mitchell Landing,
Humboldt County, Texas
2006-2007**

inanimate-like Sonics, Tails and Robotniks, turn to another faberonic Photo Zone.

The Sega Charts

up down moves
re-entry new entry



南 洋 商 報 四 萬 五 千 五 百

- 1  SUPER STREET FIGHTER 2
- 2  FIFA INTERNATIONAL SOCCER
- 3  JUNGLE BOOK
- 4  SONIC SPINBALL
- 5  PGA EUROPEAN TOUR GOLF
- 6  SONIC THE HEDGEHOG
- 7  PETE SAMPRAS TENNIS
- 8  SONIC THE HEDGEHOG 3
- 9  SONIC THE HEDGEHOG 2
- 10  MORTAL KOMBAT











同 理 在 此 也

- 1  FIFA INTERNATIONAL SOCCER
- 2  BATTLECORPS
- 3  TOMCAT ALLEY
- 4  ECCO
- 5  SONIC CD
- 6  JURASSIC PARK
- 7  PRINCE OF PERSIA
- 8  SILPHEED
- 9  GROUND ZERO TEXAS
- 10  THUNDERHAWK

MASTER SYSTEM

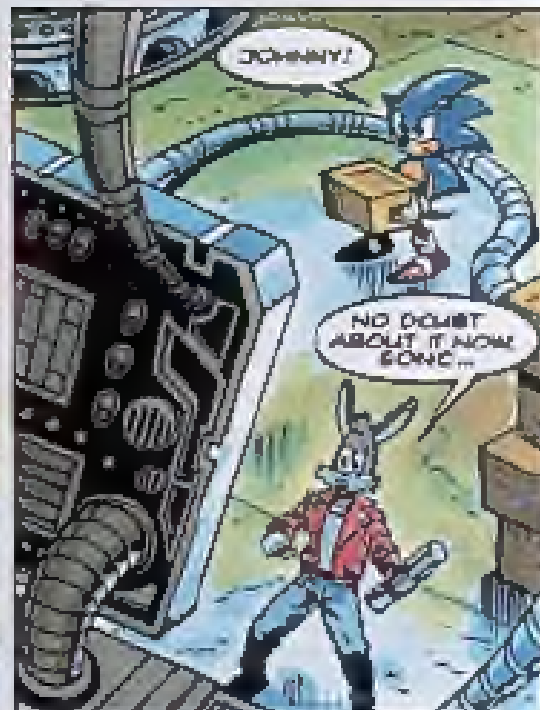
- 1 SONIC CHAOS
- 2 SONIC THE HEDGEHOG 2
- 3 ROBOCOP & TERMINATOR
- 4 JUNGLE BOOK
- 5 DESERT SPEED TRAP
- 6 COOL SPOT
- 7 MICKEY MOUSE
- 8 SONIC THE HEDGEHOG
- 9 MICRO MACHINES
- 10 F1

6月10日 6月15日

- 1  SONIC THE HEDGEHOG 2
- 2  SONIC CHaos
- 3  SONIC THE HEDGEHOG
- 4  HICKUP HORSE
- 5  JUNGLE BOOK
- 6  STREETS OF RAGE
- 7  BRAH STOKER'S DRACULA
- 8  PGA TOUR GOLF
- 9  STAR WARS
- 10  MICRO MACHINES

- **Managing Software:** Richard Byrne
- **Low-Budget Database:** Tom
- **Debugging:** Gary Knight
- **Queries:** Richard Olson
- **Special Thanks:** Mr. Shirley Irving
- **Editorial:** Bill Kattmann

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J. Polym. Sci. Part A: Polym. Chem. 42: 103–114 (2004)
 DOI: 10.1002/pola.20001



* SEE SONIC'S WORLD
STC 26 - MEGADROID

SONIC

Robotnik's Revenge

PART 1

Script: **Wynne Kirby** Art: **Richard Stone** Lettering: **Billy de Vito**



* ROBOTNIK CAME BY THE
INFORMATION WHEN
KNUCKLES RESCUED HIM
IN STC 34 - MEGADROID

MEANTIME, HIGH ABOVE PLANET MOHNS ON THE MYSTERY'S FLOATING ISLAND, KNUCKLES IS RIDING HIS WORLD OF ALL SIGNS OF THE EVIL DICTATOR.

STOP! NO ONE MAY ENTER DOCTOR ROBOTNIK'S LAUNCH BASE!

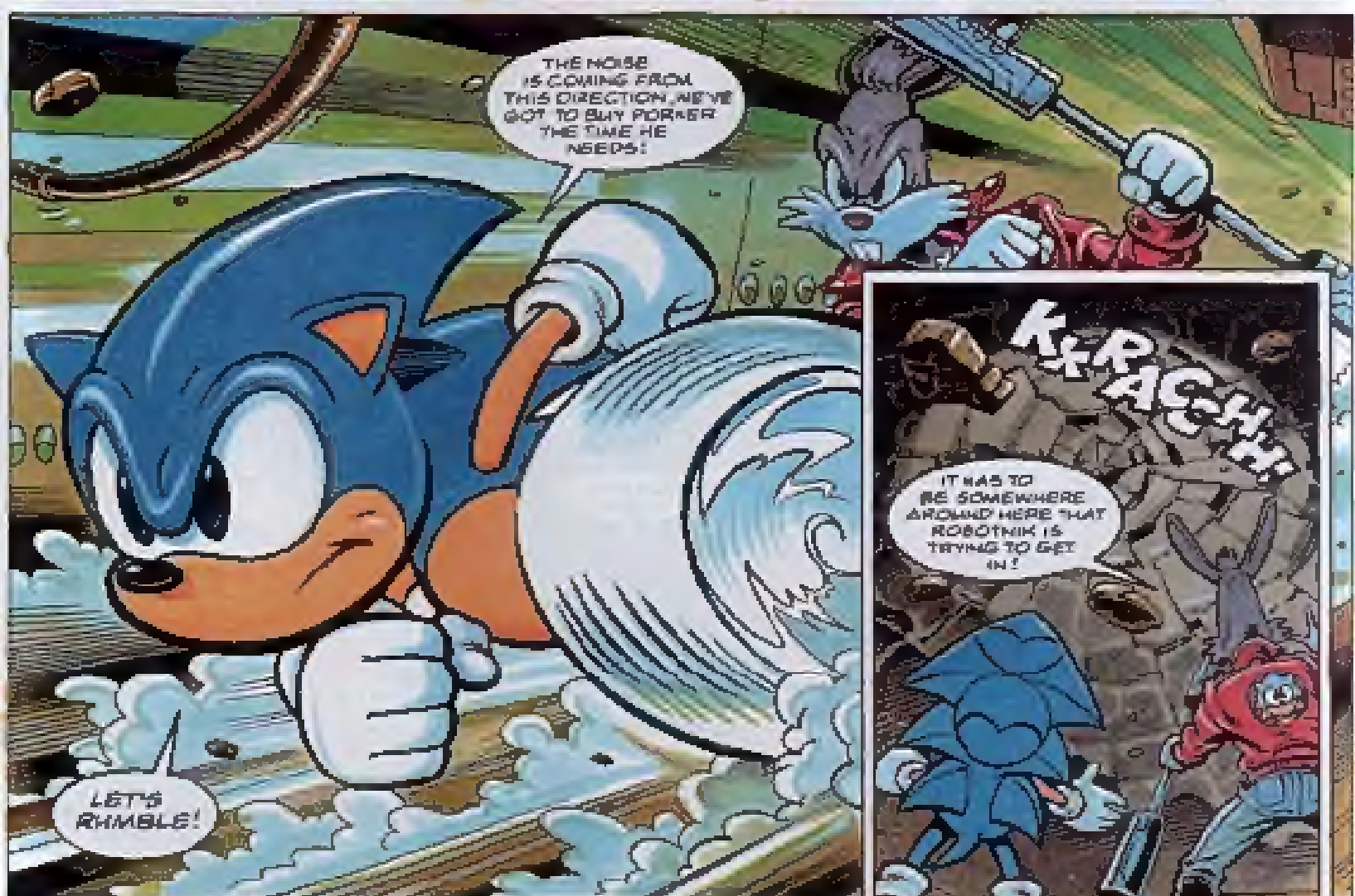
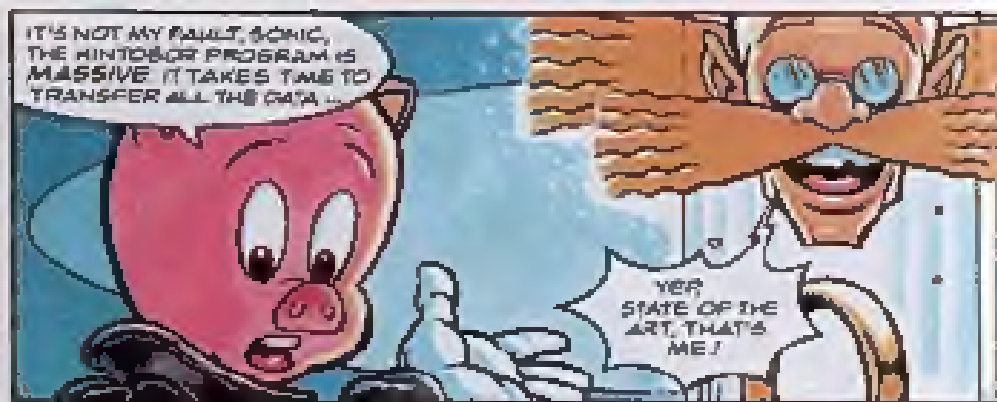
HAVEN'T YOU HEARD? I ALREADY THREW ROBOTNIK OUT!

SEE STC 36-MEGALORD

HE HAD ME FOOLED FOR A WHILE AND I NEARLY HELPED HIM TO DESTROY SONIC. NOW I'M GOING TO WIPE EVERY TRACE OF HIM FROM MY WORLD!

... HIS DEATH EGG!

STARTING WITH THAT...

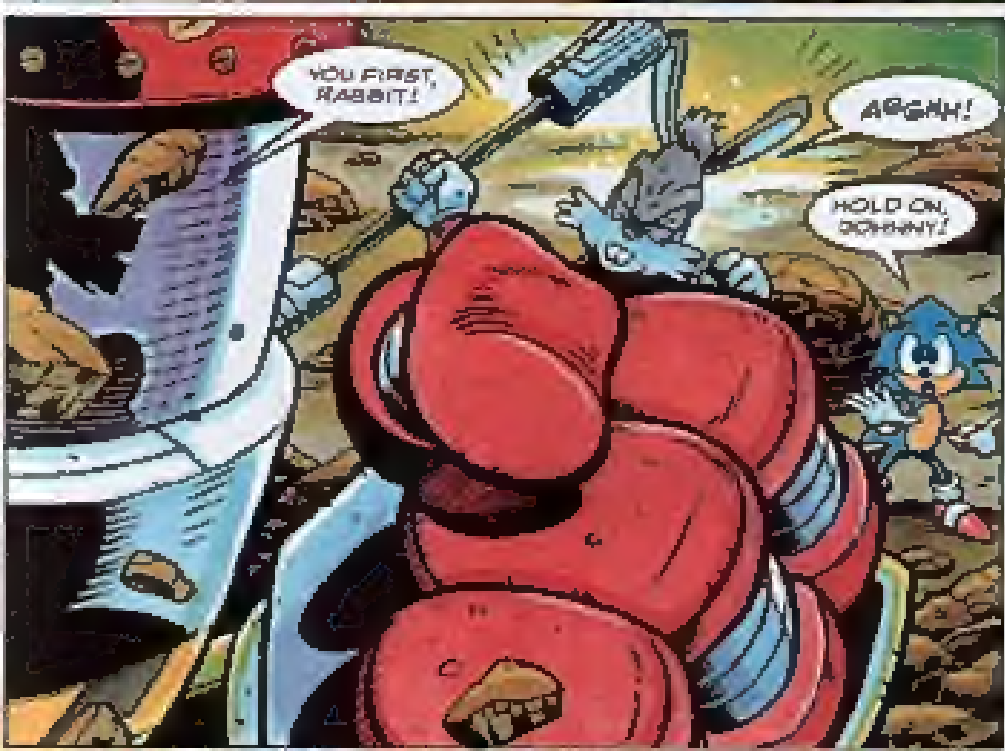




KR-BOOM!

SORT OF HERE, LIGHTFOOT?

IT'S ALL OVER, YOU LITTLE CREEPS: THE DOCTOR IS IN!



YOU FIRST, RABBIT!

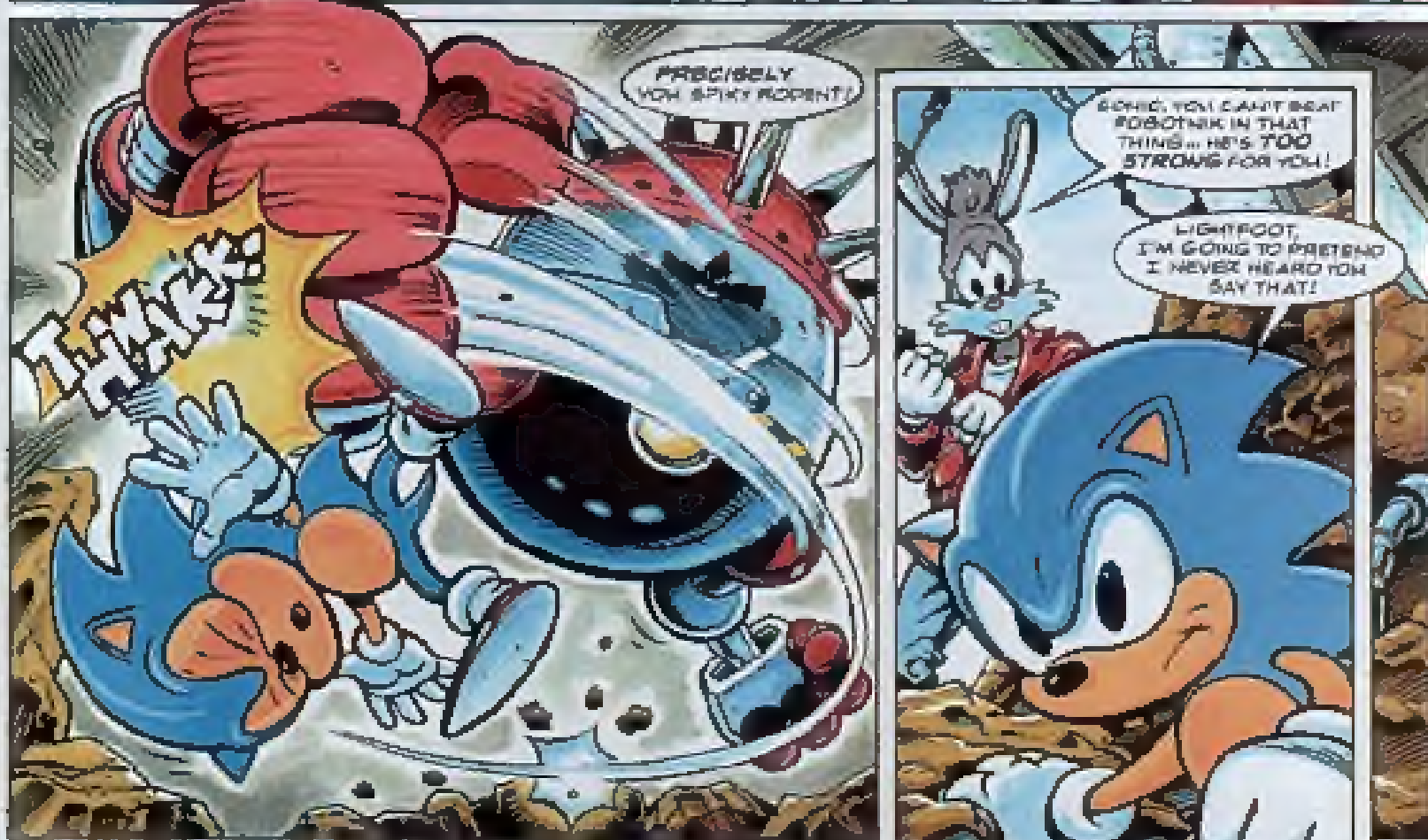
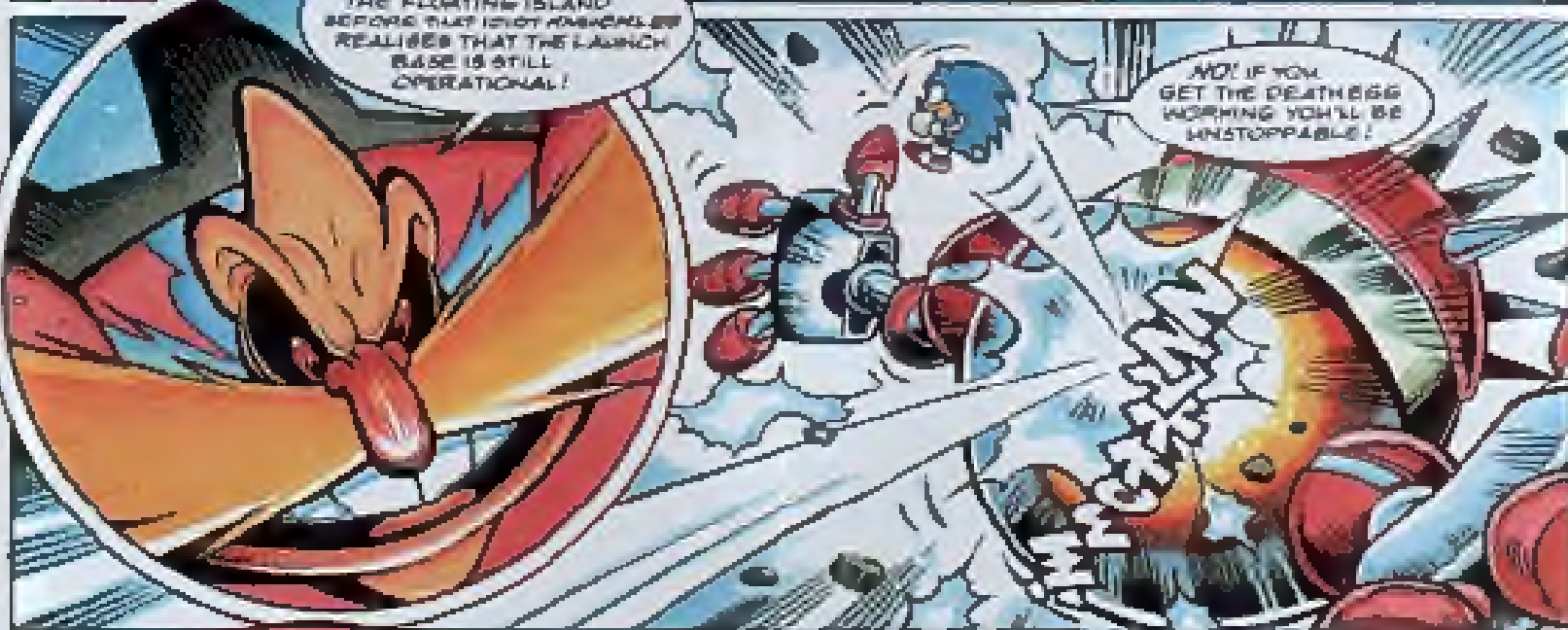
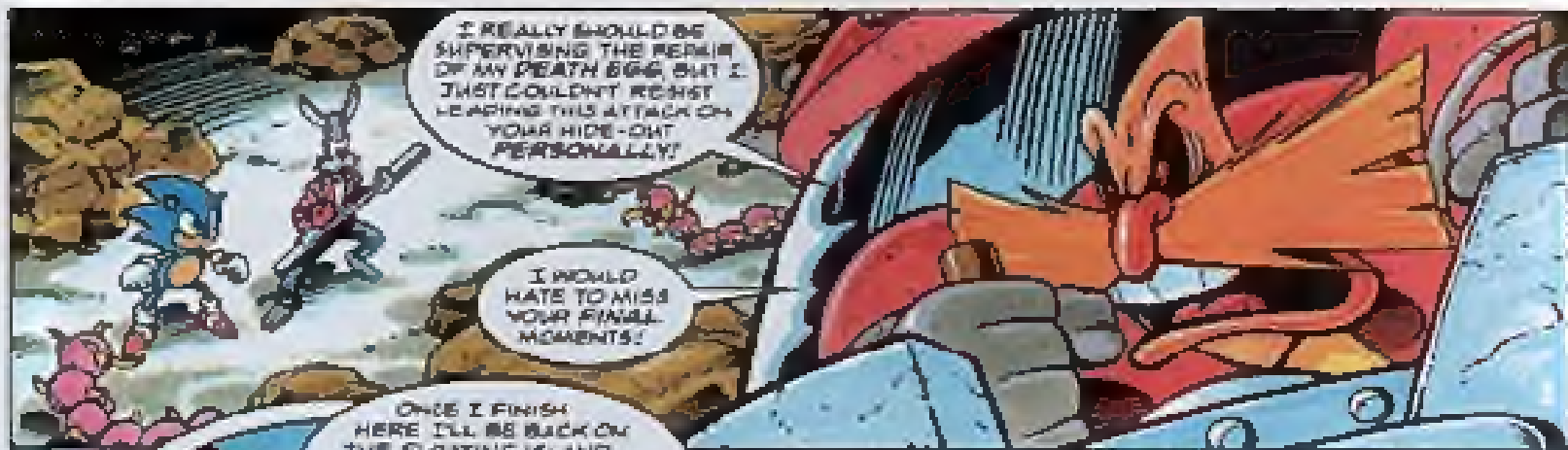
ARGHH!

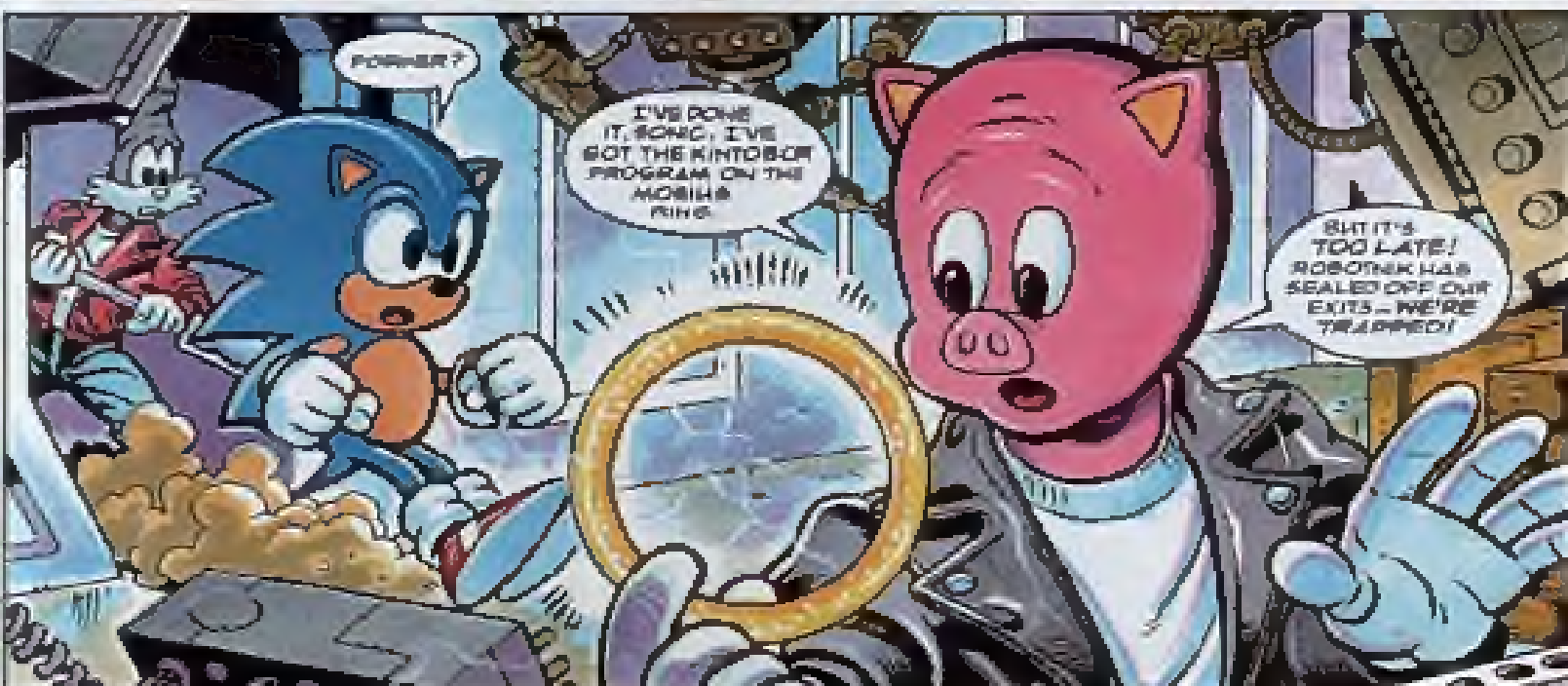
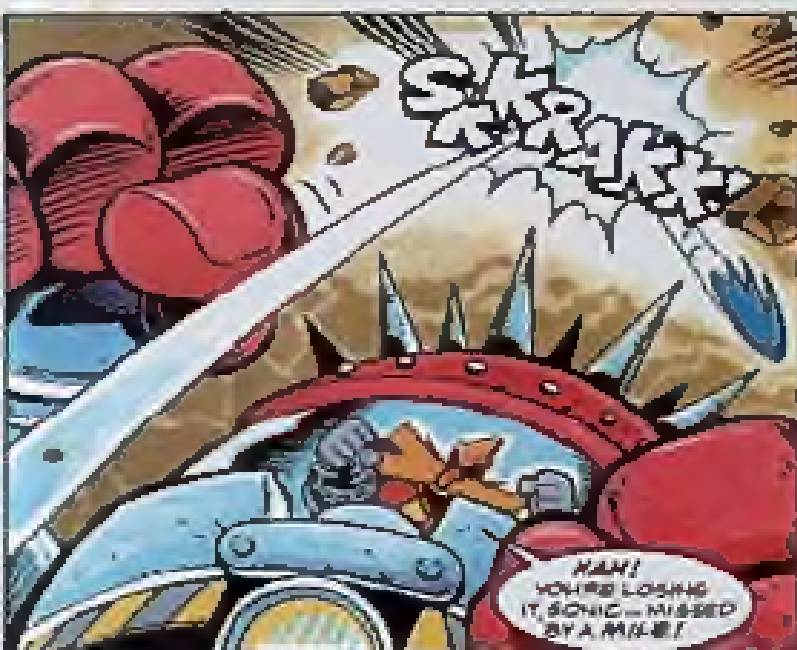
HOLD ON, DOHNNY!



WHEN... THANKS SONG!

NO PROBLEM, BRO!







RUN, THAT BLUE
PINCHERMAN IS REALLY
STARTING TO BUG ME!
JUST TIME TO CHECK WITH
THE LAUNCH BASE
ON THE FLOATING
ISLAND.



GRIMER,
REPORT! HAS KNUCKLES
TRIED ANYTHING?

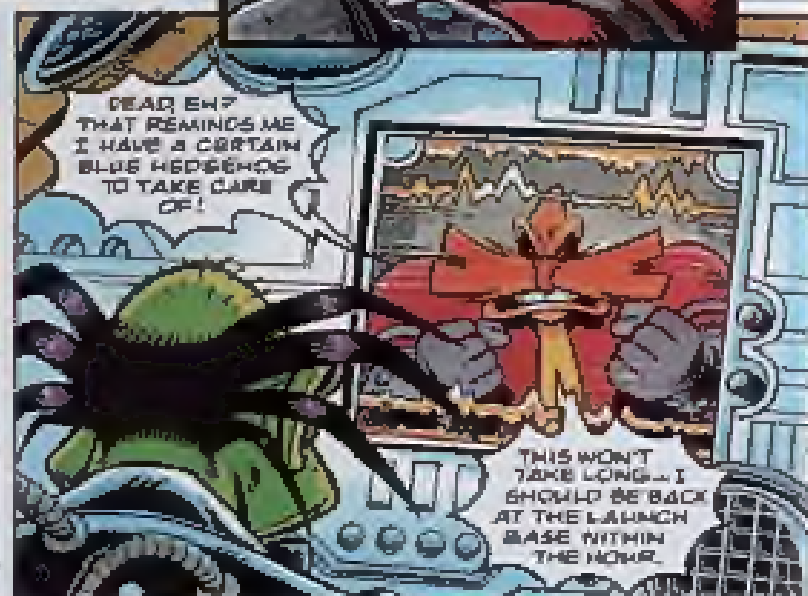
YES DOCTOR,
HE ATTEMPTED TO
ATTACK US IN THE
LAUNCH BASE!



WHAT?

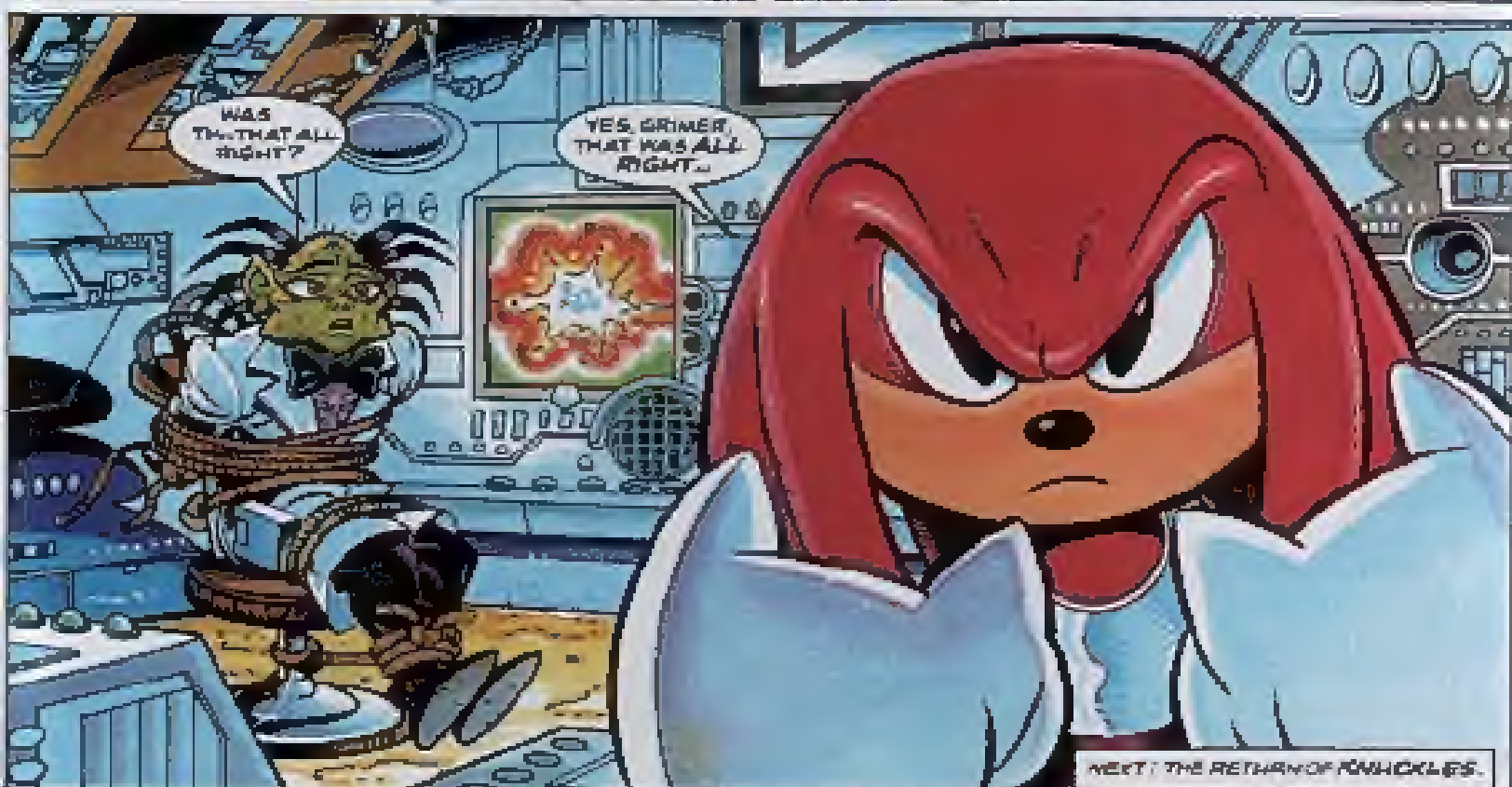
DON'T
WORRY, SIR, HE
WAS SURPRISED
BY A BADNIK
PATROL... HE'S
DEAD.

IT WAS
RATHER MESSY,
AS A MATTER
OF FACT...



DEAD END?
THAT REMINDS ME
I HAVE A CERTAIN
BLUE HEDGEHOG
TO TAKE CARE
OF!

THIS WON'T
TAKE LONG... I
SHOULD BE BACK
AT THE LAUNCH
BASE WITHIN
THE HOUR.



WAS
THAT ALL
RIGHT?

YES, GRIMER,
THAT WAS ALL
RIGHT...

NEXT: THE RETURN OF KNUCKLES.

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers this issue:
Jenny Fromer & Vincent Law

RADICAL REX



game type: **PLATFORM**
1-2 PLAYERS

The story behind *Radical Rex*: Skritch, a prehistoric mammal with some handy magical powers, wants to destroy the dino population leaving the mammals to reign supreme. His plan is to hypnotise the dinosaurs so that they will attack their own kind. Only the mega-cool *Radical Rex* is able to resist. So, it's up to Rex to save the dino kingdom, and in particular, his dino-darling Rexanne! While evolution might suggest this is a losing battle, Rex is set to give it a try.

Radical Rex takes you through five worlds to reach Rexanne, but as she is quickly recaptured, you must then travel back through the same five worlds in reverse - but with a few new surprises awaiting. This is a cute twist on a format that needs added spice for a game to stand out. Unfortunately, it is the only difference. The levels progress pretty much as you would expect, with no puzzles or mazes to heat the action up.

It's a pity because the skateboardin' hipster Rex would make a fine hero if only the gameplay matched the standard of say, *Sonic*. He moves a bit sluggishly, but then, dinosaurs probably do. He has a tasty jump-kick and can breathe fire at will.

Given that *Radical Rex* is only an 8-bit game, the graphics are nicely drawn - especially Rex - with good attention to detail. The controls are easy to handle, and on the difficult setting, the game will certainly prove challenging. However, the route through the levels is far too straightforward and there seems to be scant reward for taking a detour. Another gripe is that the bosses are particularly hard compared to the levels - you'll find yourself



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% = Yawnville
40 - 70% = Normalville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City



using all the 'continues' just to defeat one.

While it does little to improve upon a fairly tired format, *Radical Rex* is fun to play and is satisfyingly difficult to complete. All in all, the effort to help Rex restore prehistoric partying is not a bad way to pass the time. - JF

FAST FAX

PUBLISHER PRICE
ACTIVISION £39.99

GRAPHICS

76

SOUND

78

PLAYABILITY

82

RAVES : GRAVES

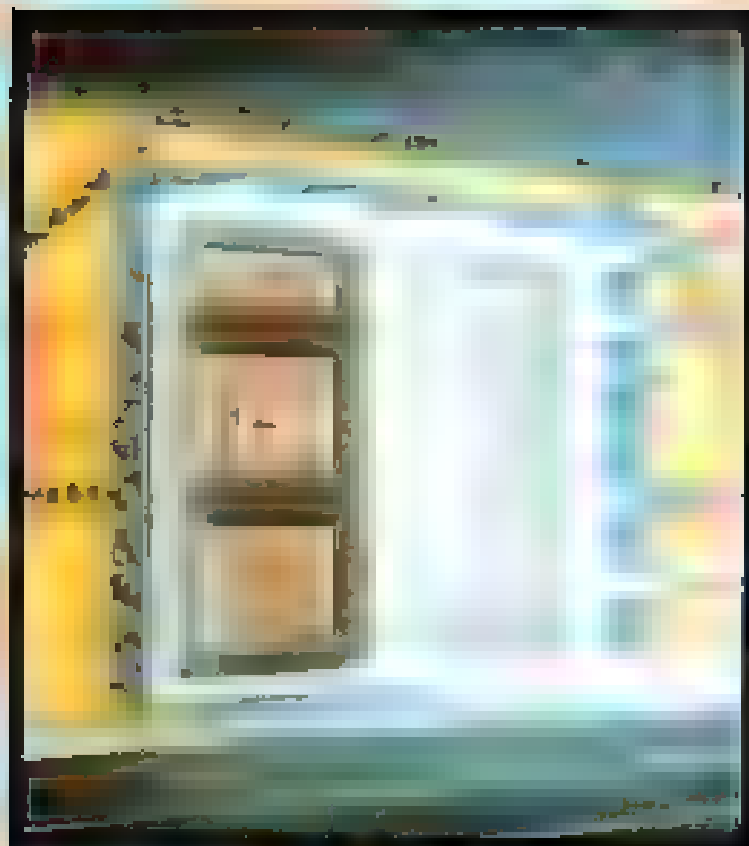
Rex is a pretty cool hero. Nothing new.

OVERALL

78%

YUMEMI MYSTERY MANSION

game type: ADVENTURE
1 PLAYER



The view is from the first person perspective and the disc access is a most instantaneous! You can walk around the house, explore the rooms, lift items to reveal keys and much more. If you get stuck there's a mirror that gives visual clues in the form of rooms to go to; this tends to be one of the biggest problems with the game as it can be a little too easy to use the mirror whenever you're in difficulty.

Yumemi Mystery Mansion is the latest hot and spooky title for the Mega CD. In the game you and your sister find yourselves wandering around a creepy forest whereupon you discover a house. 'Sis promptly turns into a butterfly, flies into the house and your aim is to go inside to rescue her.

FAST FAX

PLAYED 10000000

PRICE

SEGA

£14.99

GRAPHICS

SOUND

PLAYABILITY

RAVES

GRAVES

Very
amazing!

Not
at all!

OVERALL

75%

There are plenty of great visual effects like running out of a room, leaning over a balcony or actually falling over a balcony and landing in the reception hall below!

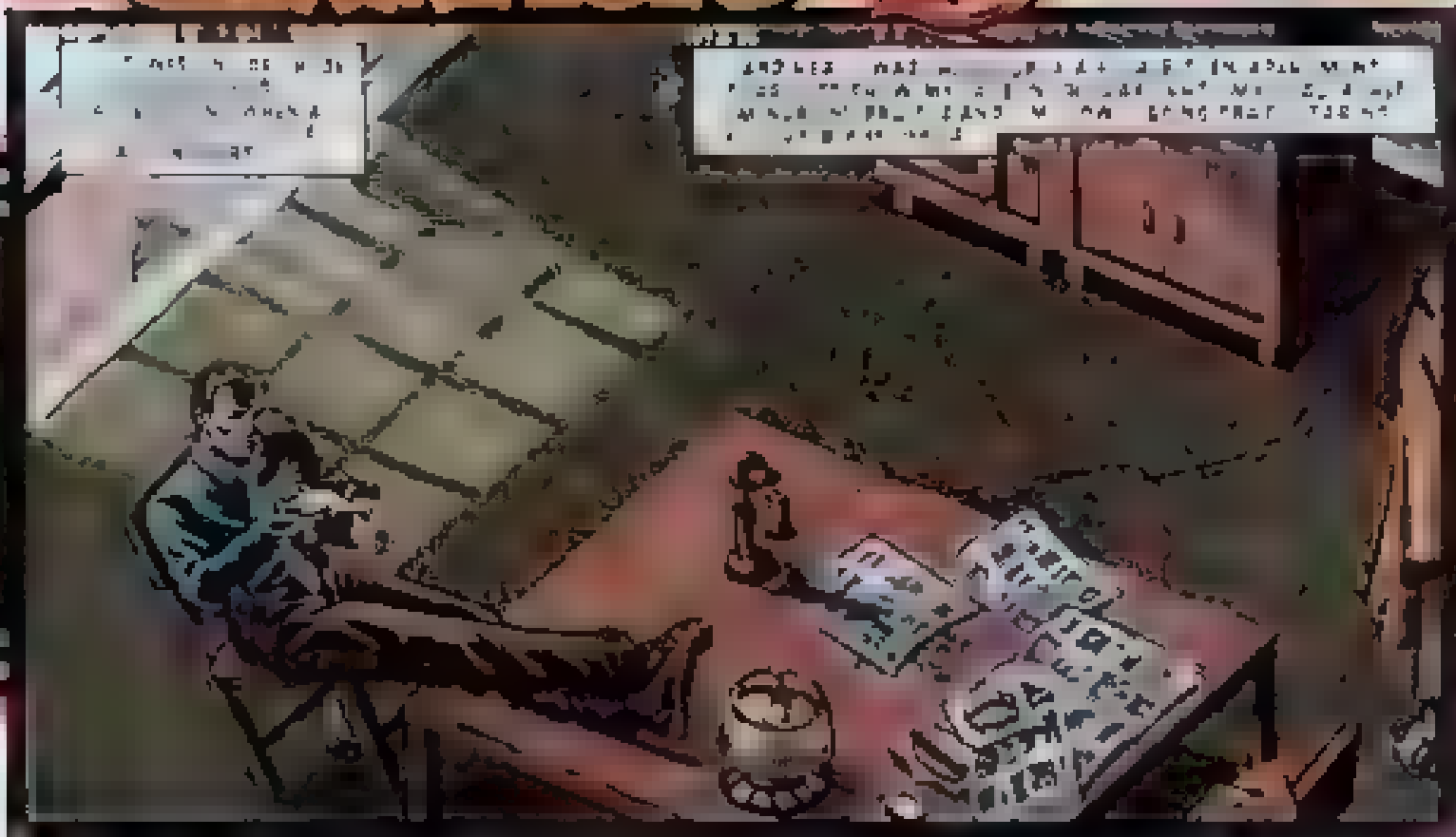
The sound is atmospheric and creepy giving the place an added chill. The graphics can't be faulted and were created with a 3-D modelling package, which is so realistic it feels like you're inside a real house! Yumemi Mystery Mansion is a real puzzler's game!

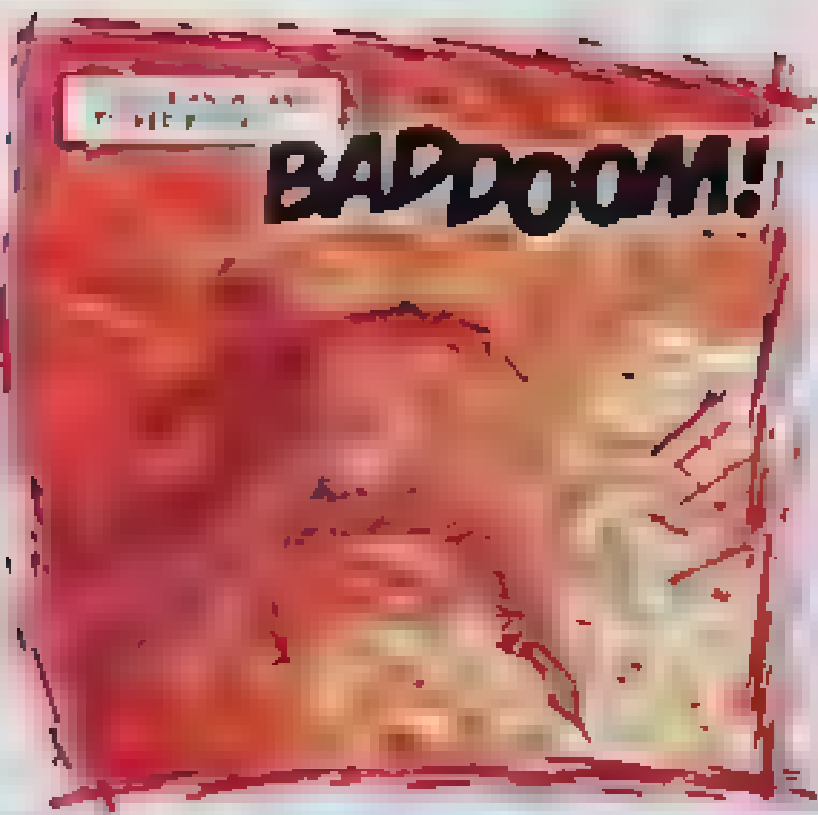


1987

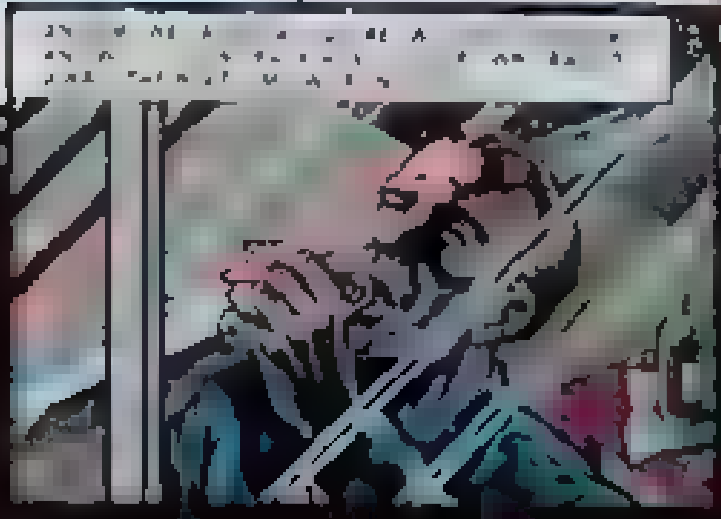
ETERNAL CHAMPIONS

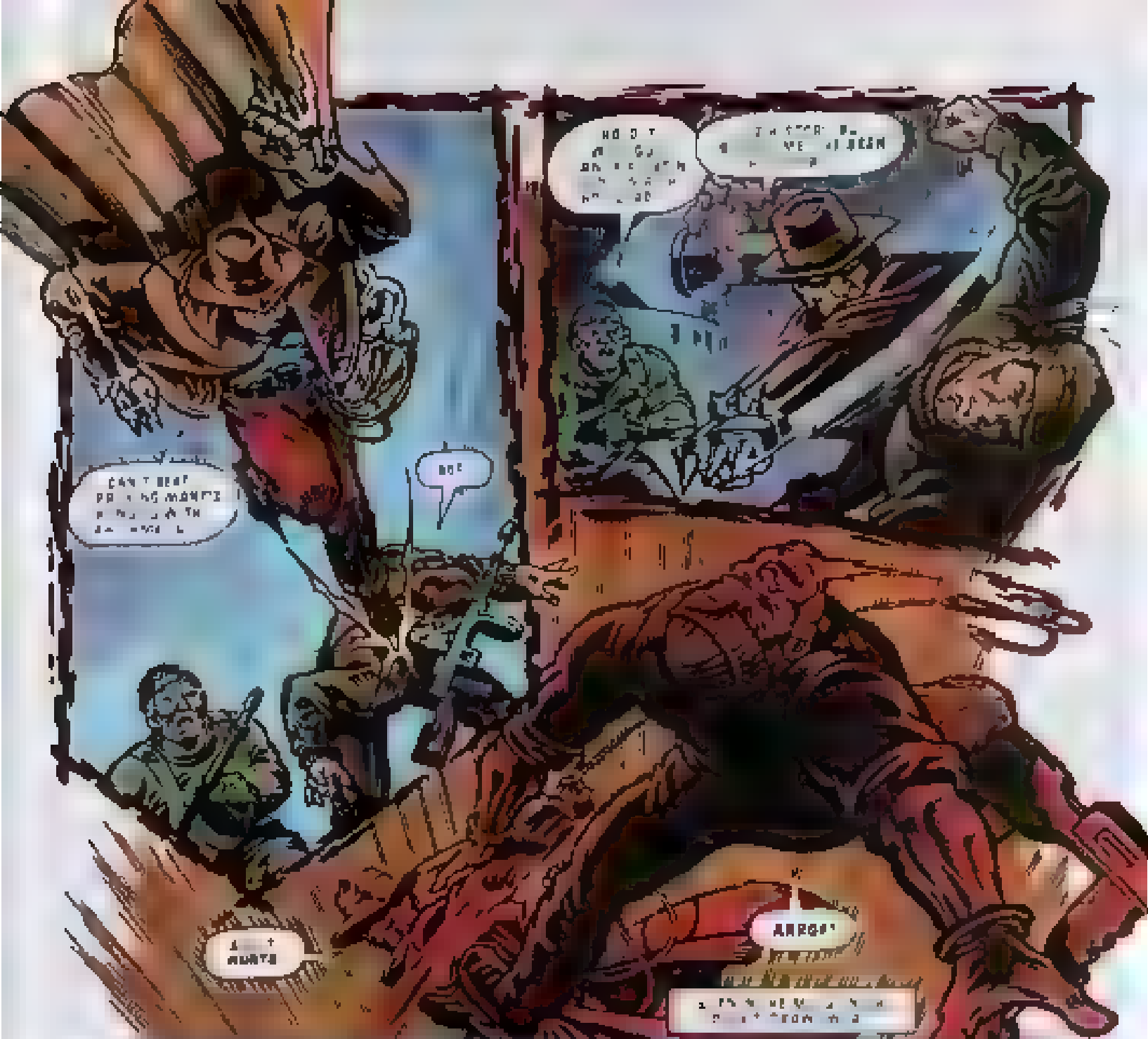
LABOR'S REVENGE
PART 1





BADDOOM!





NO IT
ISN'T
THEY
ARE
KILLING
US

I'VE
SEEN
THIS
BEFORE

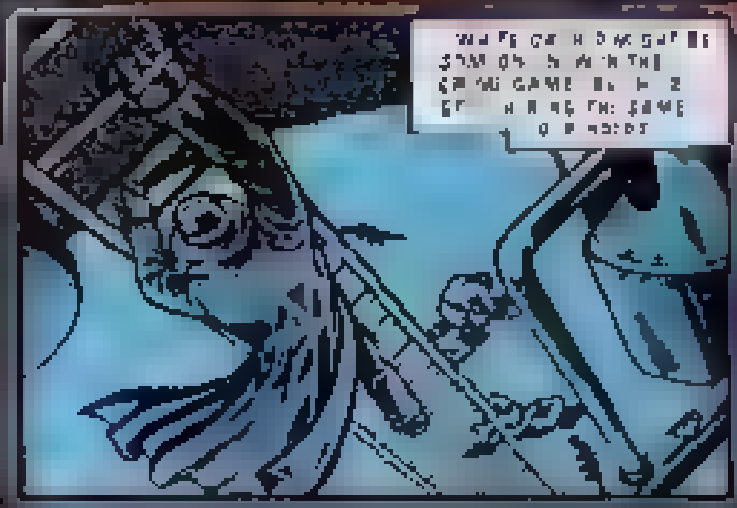
CAN'T
HEAR
THE
MACHINE
GUNS

NO

LET
MURDER

ARGH!

THEY
ARE
KILLING
US



THEY
ARE
KILLING
US
THE
MACHINE
GUNS
ARE
KILLING
US



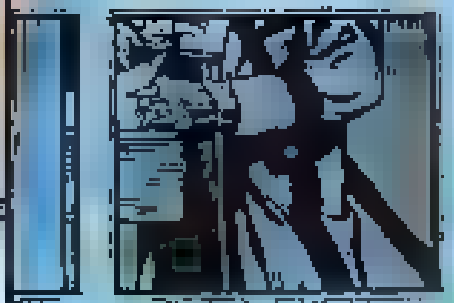
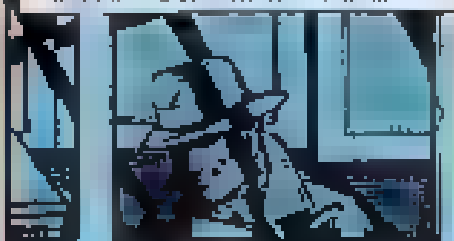
THEY
ARE
KILLING
US

IN THE FUTURE TOWNT ROBERT
AND CHARLES AND CALEMEN AND
VAMP RES



FEEL GOOD TO BE A FIGHTER
WITH GREAT LOOKS AND GOOD WEAPONS

I'M INSIDE THE FIGHTING AREA IN A
MOMENT AND YOU'VE PASSED THE
A BURN TOON HONOR MARCH



DROP YOUR WEAPONS
AND RAISE YOUR
HANDS

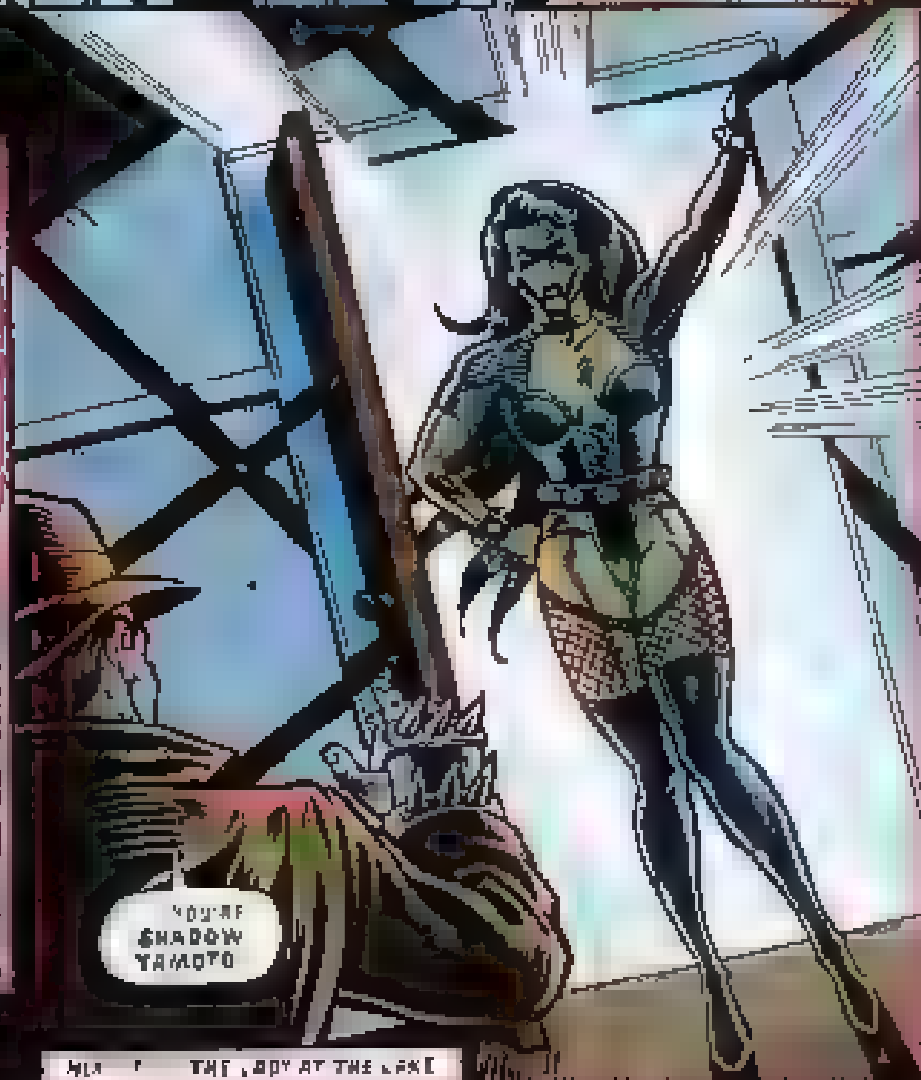
WHAT? NOW?



STAND AWAY FROM
THE WINDOW
TO GO



WHAT? WHITE
DASH? NO WAIT



YOU'RE
SHADOW
YAMOTO

WHAT? THE LADY AT THE LAKE

NEWS Zone

JIM CHALLENGES ARNIE

EARTHWORM JIM: THE TOUGHEST WORM EVER

Earthworm Jim isn't the intergalactic menace of The Gasman



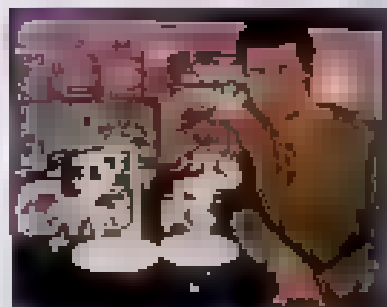
Jim was just an ordinary worm until he discovered The Suit and became Earthworm Jim! Now able to run, jump, shoot a gun and pump iron better than Schwarzenegger himself, Jim is out to vanquish all the evil in the universe (even Arnie hasn't tried that!)

Earthworm Jim is the new platform action game from the same team who brought Cool Spot and Aladdin to the Mega Drive. Based in a madcap world of superb graphics and smooth animation, Earthworm Jim looks to be a hot contender in the Christmas Game stakes.

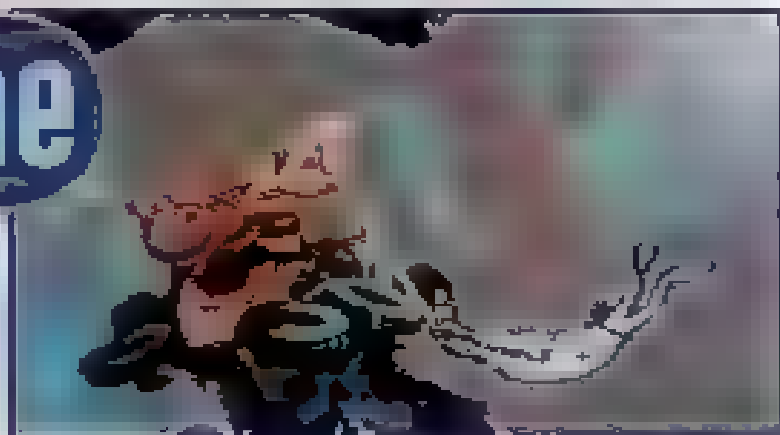
To give just a sample of the game: You have to be pum, ride a giant hamster, bungee-jump into a pool of snail and guide the adorable Peter Puppy to safety (but don't make him angry, he can be a real monster). And that's just for starters.

The team behind Earthworm Jim, Shiny Entertainment, is led by ace programmer Dave Perry who with a little help from the Disney animators, was responsible for the amazing graphics in Aladdin for the Mega Drive.

Earthworm Jim appears next month from Virgin as a 24-bit Mega Drive cart.



Dave Perry of Shiny Entertainment, who led the graphics team on Earthworm Jim



Earthworm Jim using his head as only a worm can

VIRGIN GETS ACTIVE

FOUR BIG RELEASES THIS MONTH

Virgin Interactive is becoming extremely active this month with four new Sega releases:



JIMMY WHITE'S WHIRLWIND SNOOKER (MD)
The award winning snooker simulation comes to the Mega Drive complete with silky-smooth animation and great 3D graphics. Form an orderly cue for this game (don't)

DINO DINNIE'S SOCCER (MD)

He stops, he scores! The man behind the classic Kick Off game brings new football action to the Mega Drive. All the features you'd expect from a top-class soccer sim plus around 100 international teams, leagues, tournaments and cups to play through.



DRAGON (MCD)

Dragon is the game based on the film based on the life of martial arts superstar Bruce Lee. STC reviewed last issue and gave it a whopping 90%. What more needs to be said?



ANOTHER WORLD I & II: THE SECOND BEGINNING (MCD)

A double treat: the original, award-winning Another World of adventure game plus an all-new sequel packed onto one Mega CD disc. The uniqueness of the original action of the original has been enhanced with new digitised sound effects and live actors' voices.

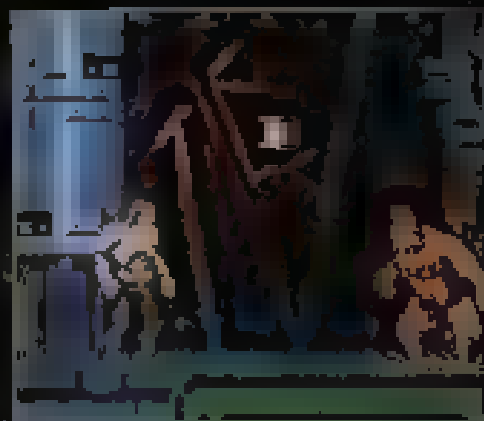
Release dates were correct as of going to press, but check with your local shop before rushing out to buy these games.

SHORT BURSTS

Newsround: Garry Pond

WEIRD HAPPENINGS

Feeling clever and adventurous? Then Time Warner Interactive's strategy-adventure *Generations Lost* should be right up your street.



The story concerns a fictitious land in the grip of strange happenings which include weird electrical currents, massive floods, hordes of

disfigured creatures and people floating due to gravitational changes! It's up to you (as Monob, the chosen one) to find out why all this is happening, and to save the day before the land is destroyed.

There are six different zones to explore and dozens of enemies to meet and defeat. The idea is to collect objects on your travels and use 'special powers' to unravel the mystery of what promises to be an atmospheric adventure with a difference.

A pity we won't know just how different *Generations Lost* is until it's released on the Mega Drive next month.

WHAT ABOUT THE GAME GEAR?

We hear you, Game Gear owners. Fear not, Sega's popular portable is not forgotten.

Coming up next month are GG conversions of Mega Drive hits *Road Rash II* and *PGA Tour Golf II* priced at £29.99 each.

In the racing simulation *Road Rash II*, the accent is firmly on winning cash at any cost. Not only do you get to race 15 different power-bikes at high speed through all five of the original Mega Drive courses, but you also get to give the opposition a good thumping, to speak. The inclusion of a two-player link option should make the competition all the more intense.

If you haven't heard of the original *PGA Tour Golf II*, shame on you. It's the best golfing simulation available for the Mega Drive. Now, of course (pardon the pun), it's on the Game Gear. The *PGA Tour Golf II* cartridge is a whopping great four megabits (that's twice the size of most Game Gear cartridges) and features 3D scenery, players and ball behaviour, even more detailed than before. Three simulated professional golfers are included so you can play a round with them—or against them in a competition for big bucks (pity it's only a simulation, really).

Tails Zone Runner & The Flock

Part 3

Script: Mark Sykes
Art: Tetsuya Gotoh
Lettering: Mike Fall

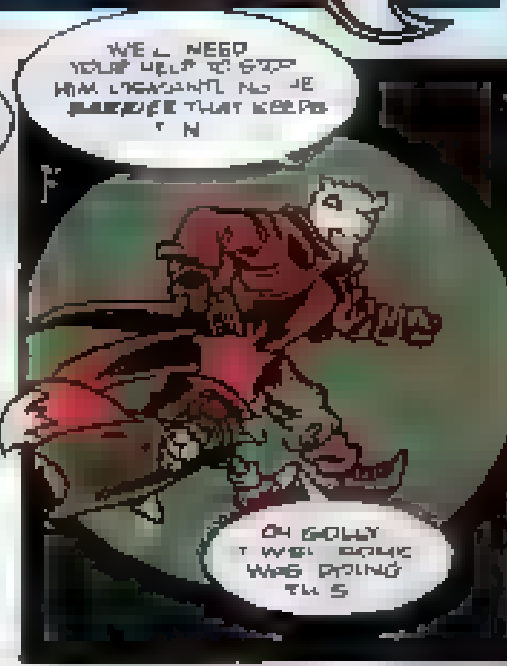


TAILS IS IN THE CHEMICAL PLANT WITH THE FLOCK. A GROUP OF FREEDOM FIGHTERS

ARE YOU SURE YOU WANT ME TO COME WITH YOU, SON?

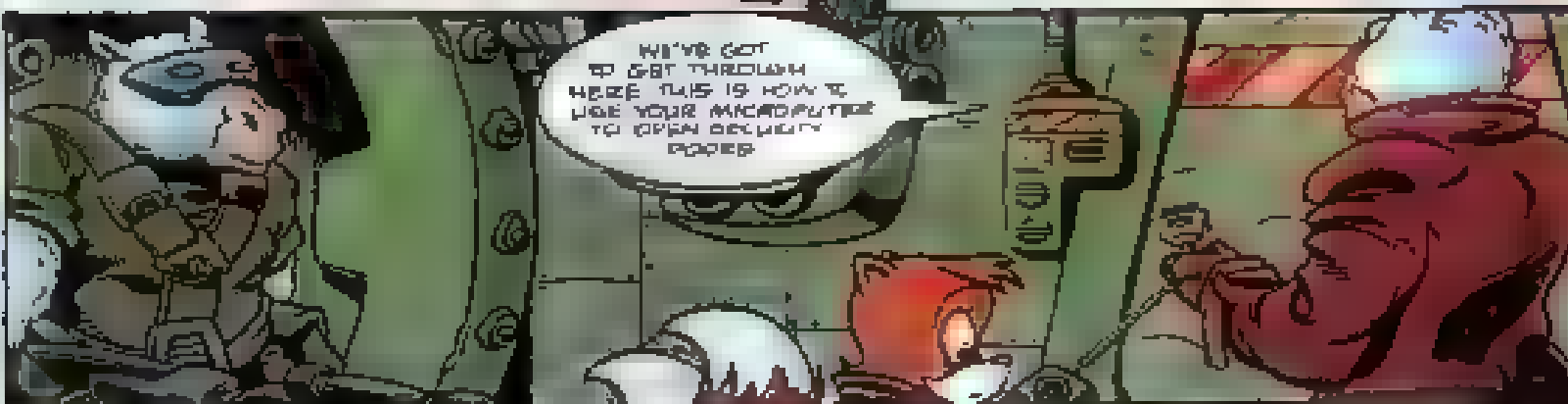
DOING ROBOTIC LIKE EGGS? YOU'RE THE ZONERUNNER WHO DISCOVERED HIS PLOT TO FLOOD THE ZONES WITH MEGAMON TANKS

ZONERUNNER A PERSON WHO KNEW THE ZONES FIGHTING IS BETTER

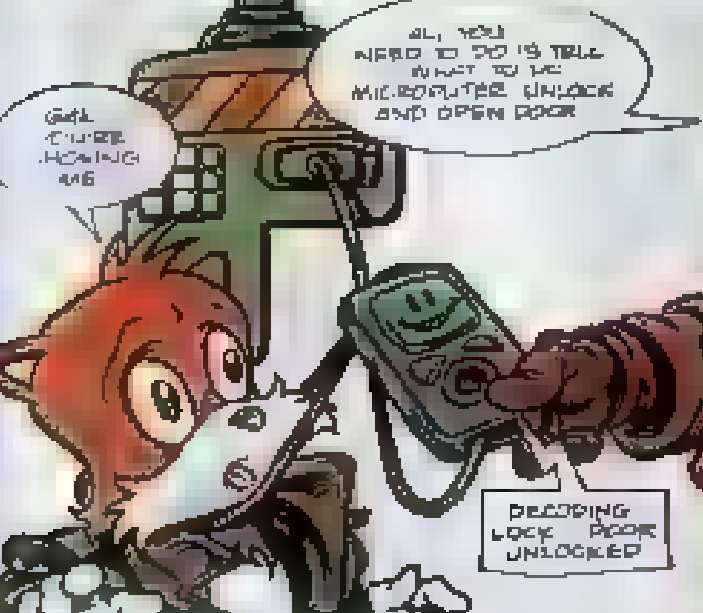


WE'LL NEED YOUR HELP TO STOP HIM. I CAN'T. NO. HE KNOWS THAT KEEPERS

OH GAWD I WAS DOING THIS



WE'VE GOT TO GET THROUGH HERE. THIS IS HOW TO USE YOUR MICROPUTER TO OPEN DELIVERY DOORS



GODDAMN! HOW ARE WE

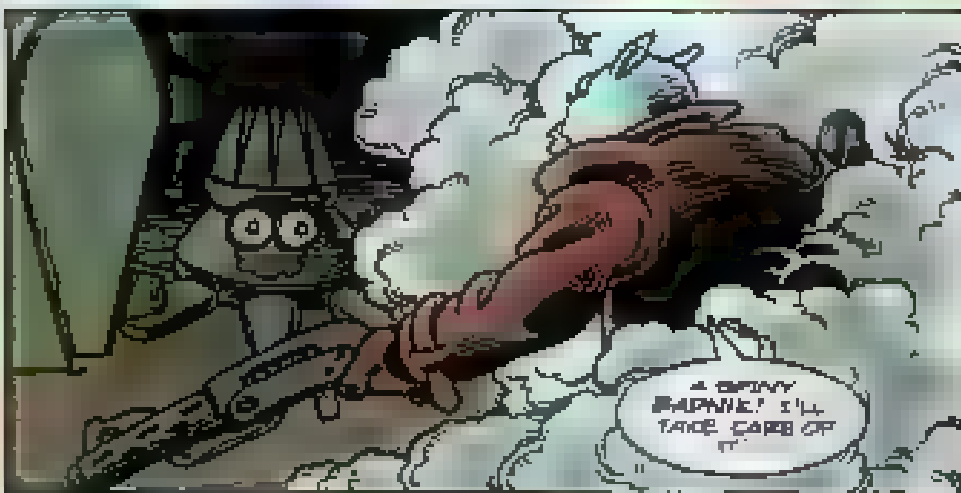
ALL YOU NEED TO DO IS TELL WHAT TO DO. MICROPUTER UNLOCK AND OPEN DOOR

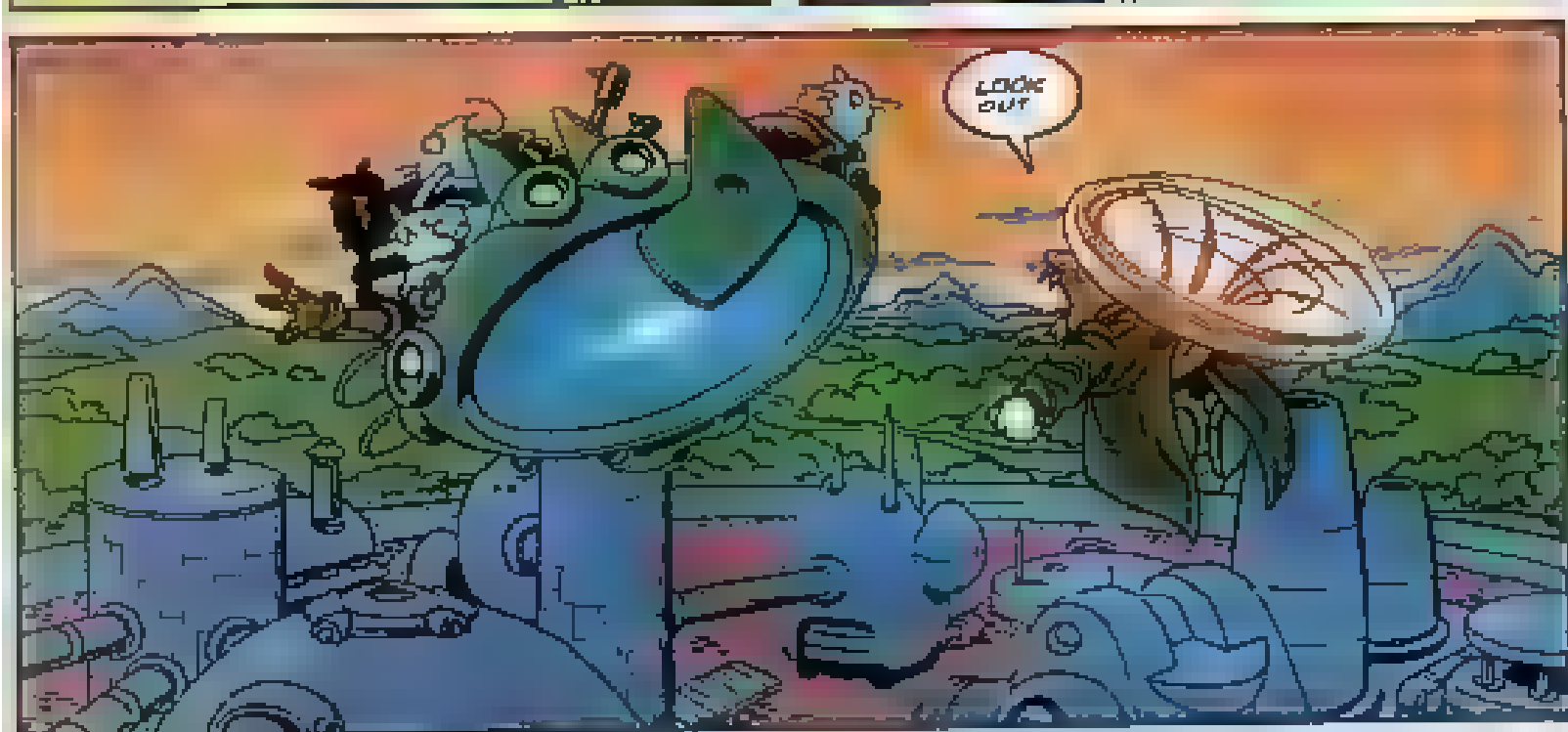
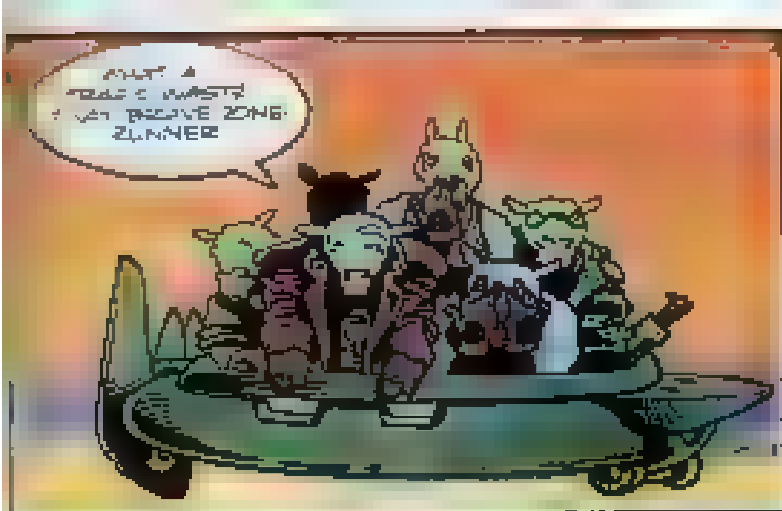
DECODING LOCK UNLOCKED



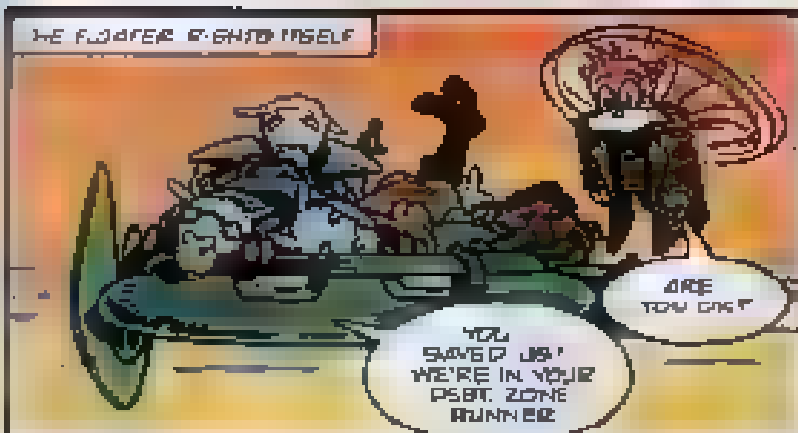
DOOR OPEN

LOOK OUT! A BOMB





HE FLOATER FIGHTS ITSELF



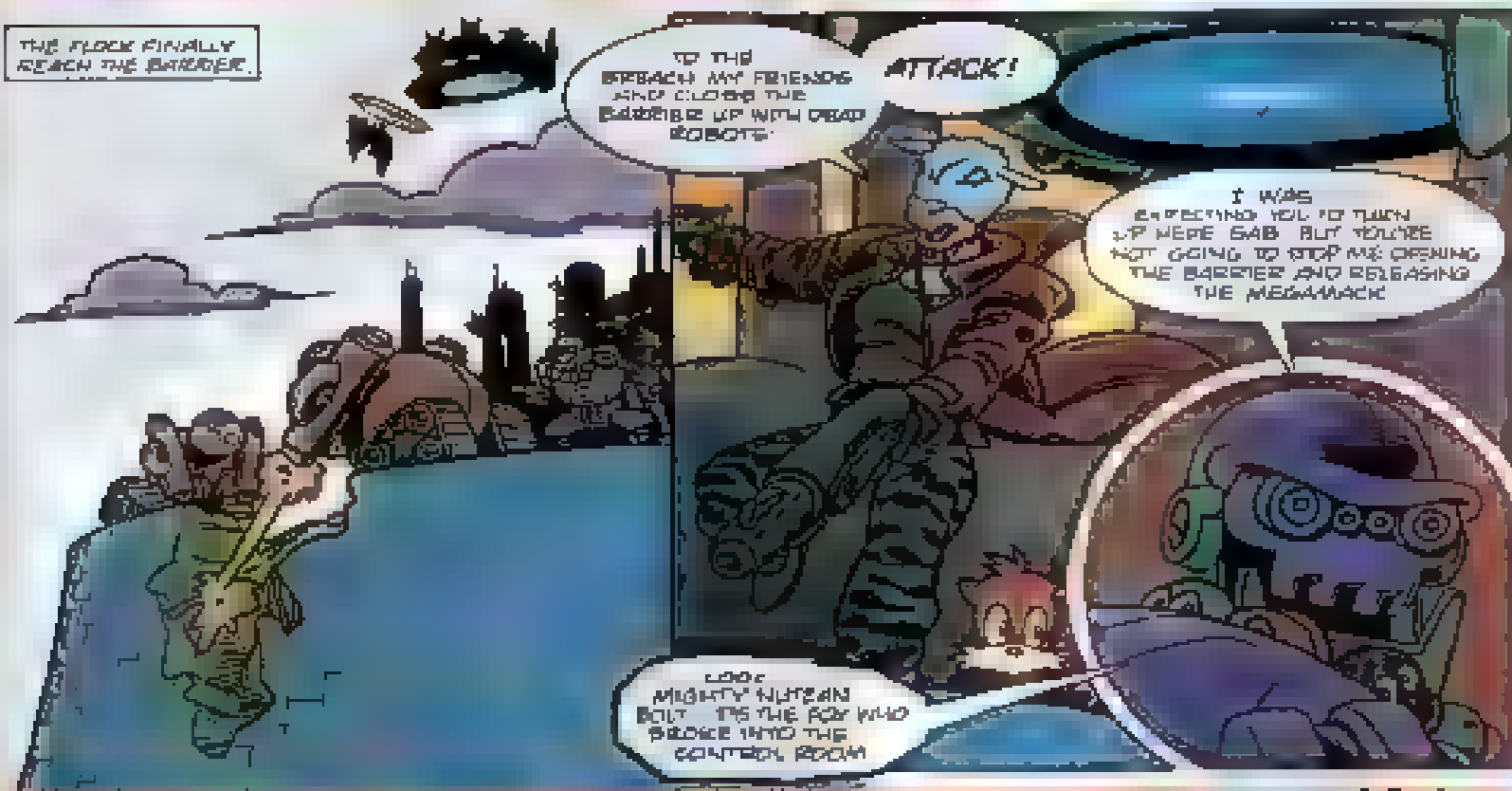
"YOU
SAVED US!
WE'RE IN YOUR
PSBT. ZONE
RUNNER"

"ARE
YOU OK?"

"BUT I
DIDN'T DO ANYTHING
I JUST SUDDENLY
TILTED BACK
I"

"NOWHERE!! I'VE NEVER
MET SUCH A HUMBLE ZONE
RUNNER. THEY'RE USUALLY SO
SMART AND FULL OF ATTITUDE
BUT YOU'RE REALLY
DIFFERENT!"

THE FLOCK FINALLY
REACH THE BARRIER.



"TO THE
BREACH MY FRIENDS
AND CLOSE THE
BARRIER UP WITH DEAD
ROBOTS."

ATTACK!

"I WAS
EXPECTING YOU TO TURN
UP HERE SAB, BUT YOU'RE
NOT GOING TO STOP ME OPENING
THE BARRIER AND RELEASING
THE MEGAACK"

"LOOK
MIGHTY NUTZAN
BOLT... IT'S THE BOY WHO
BROKE INTO THE
CONTROL ROOM"

"DREAM
ON NUTZAN THIS
TIME WE FINISH
YOU OFF FOR
GOOD"

"USE THE
SECURITY DEVICES TO
DEAL WITH THE FLOCK
TEEB BUT SAVE THE
INTERFERING BOY
TO ME"

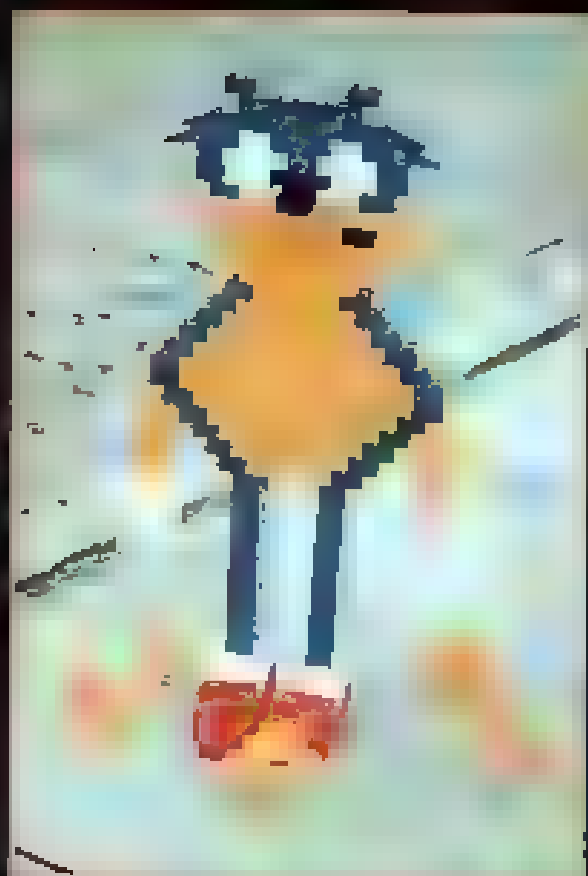
"OH DEAR,
I THINK THAT
ROBOT'D ANNOYED
WITH ME"

NEXT ISSUE TAILS VS NUTZAN BOLT!

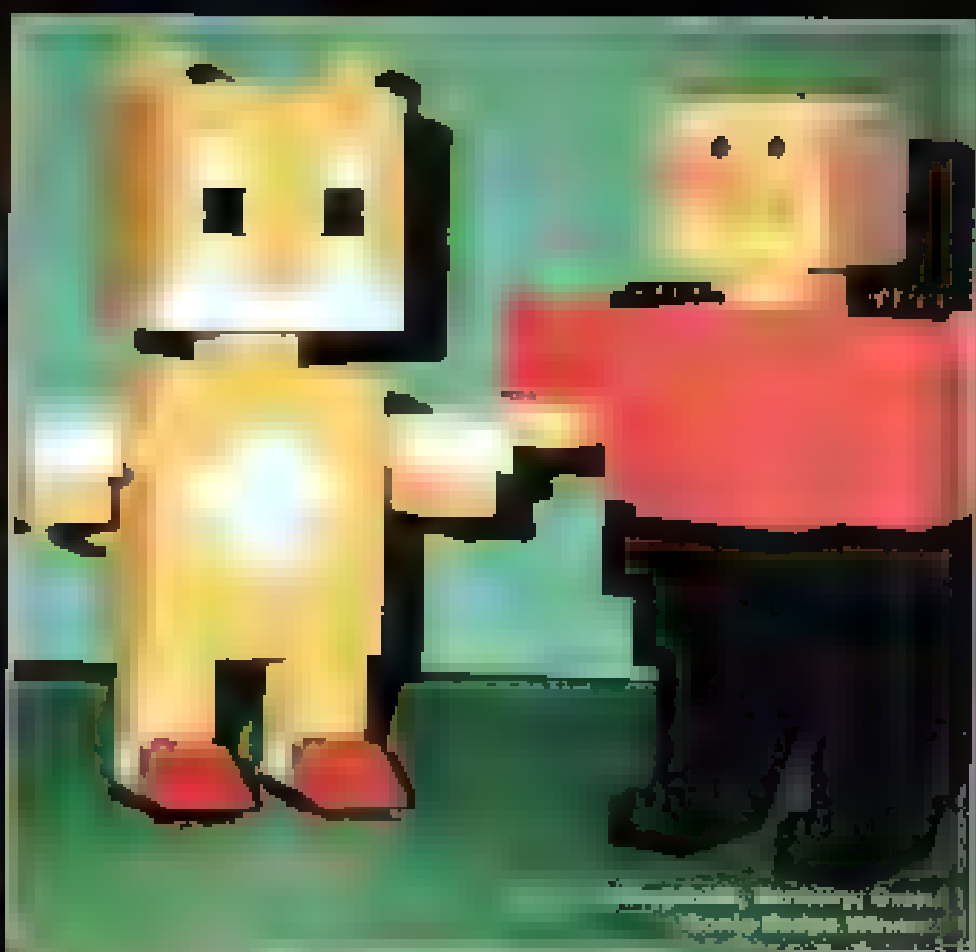
Photo

Zone

It's not just funny who want in on STC's Photo Zone! The talented Boomers behind the lego bricks will each receive an original, classic STC badge, originally seen in issue 2.



Dylan & Vincent Evans, Farnborough, Hants.  STC Classic Badge Winner.

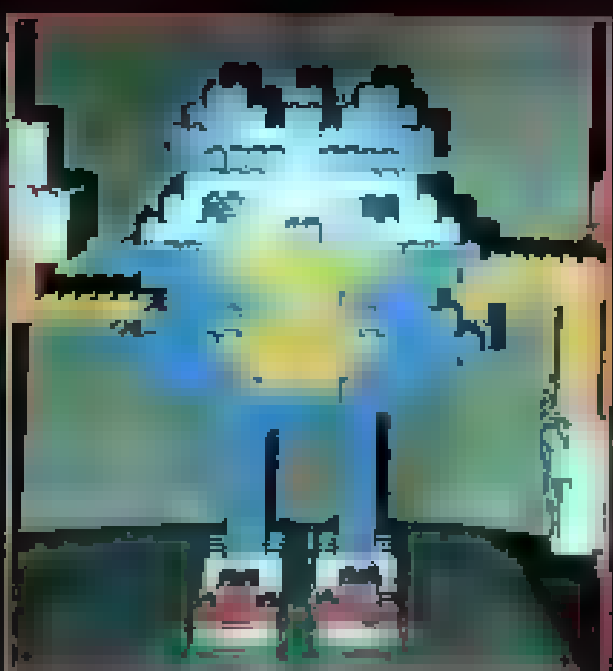
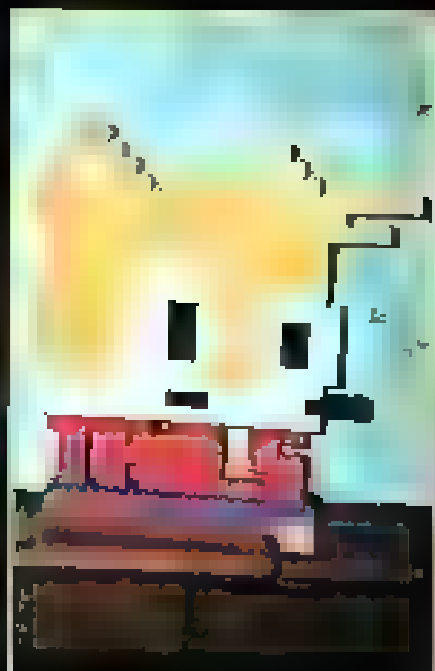


Christopher & Matthew Green,  STC Classic Badge Winner.

James & Tash Barker, St Yarnwells, Norfolk.  STC Classic Badge Winner.

Barnes Wood, Wokingham, Leics.  STC Classic Badge Winner.

Edward Povey, Colne, Lancs.  STC Classic Badge Winner.



Q

Zone

Q Zone's Sonic 3 Mega Drive solution concludes its in-depth coverage on the huge and fun Sonic The Hedgehog game. Vincent Law guides you through the final stage of the latest and greatest Sonic adventure yet!



SONIC 3



PART 4 - THE BOSSES CONT'D

CARNIVAL NIGHT

ACT 1

SELF-DSTRUCT MACHINE

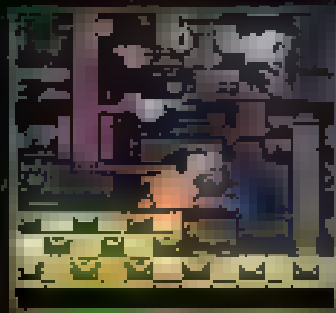
This dude is quite tough to beat if you don't keep your wits about you. All you have to do is get it to destroy itself.

As the D-Struct Machine drives in from above stand to the left of it.

As the blade separates from the body and flies up, try to keep as close as possible to the main body. The only way to beat it is to get the blade to ram the main body when it is open and extended.

After some hits it explodes and you drop down to the next act.

At the bottom you can hop up and bounce on the red-of-red marker to reset up your score!



DOCTOR ROBOTNIK'S ENERGY SHIP

Robotnik will enter from the upper right in his ship.

He will drop a ball from his ship, which you have to avoid. Robotnik will position his ship over it creating an energy charge which needs Sonic hit.

Push hard in the opposite direction and jump to avoid being pulled in. The cannon will stop and Robotnik will be forced to pick up the ball. Here's your chance!



Quickly hop up and ram the ship. Once he has connected the ball you can still ram him, watch out as he'll drop the ball again soon after.

When the ball has stopped moving you can ram him again quickly, then move away to avoid the energy waves.

Repeat the above moves until you have hit him eight times. His ship will explode and you will be right. You can follow him and release Sonic's friends again.

ICECAP ZONE

ACT 2

ICEBALL

This frigid dread will suck up ice balls which it uses to encircle itself with. Keep Sonic eye to the right and wait for it to drop go to the upper left corner and then back to the right above him. When the ice balls fly up, jump and ram the barrel as quickly as possible. The ice balls will drop from above, avoid them!

- Keep to the far right and the process will repeat with the ice balls being drawn in from under Sonic to encircle the dread. It will move to the upper left corner. Pause, then dash across to the left underneath. Wait until the ice balls have gone then ram it.

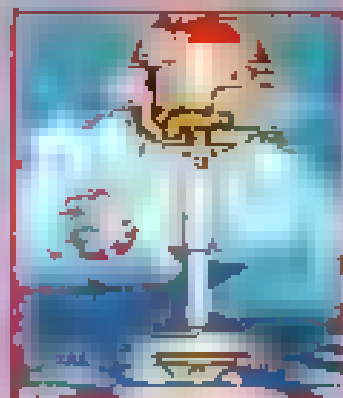
- After five hits Iceball will explode and you can hit the end-of-act marker for those crucial extra points.



ACT 2

DOCTOR ROBOTNIK'S FREEZE-O-MATIC

- Robotnik will drop in from the upper right in his latest contraption.
- Now Sonic left and wait for Robotnik to start moving towards you. As he approaches, an ice spray will blast out from underneath and stop his machine.
- Leap onto the platform under his ship and ram him quickly then leap off it.
- Wait for Robotnik to fire off an icy spray straight down from under his ship, then leap onto the platform and ram him again. If Sonic gets caught in the spray he'll be frozen into an ice block and lose his rings.
- If you keep calm and choose your moment carefully you can take Robotnik out quite easily.
- Wait for the moment he fires a spray from directly under his ship, and you will have an excellent chance of getting in a quick hit against him.
- Once the Freeze-O-Matic explodes head right and hit the button to release Sonic's path from Appleton's.

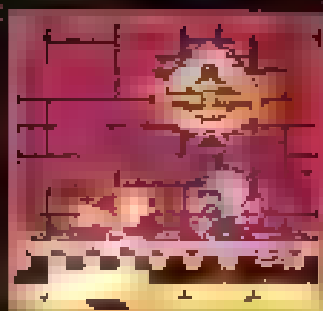


LAUNCH BASE

SWITCH SPIKE

This once-origami-bird-like has to be the easiest one to beat - if you know how!

Position Sonic in the middle of the screen under the castle block from which the droird drops. Stay in position, do not move left or right as it descends.



Wait for its rotating arms to move out of the way and centre the spike too directly over you before you leap back straight up to run it. Keep jumping up to ram it when its arms are out of the way. You can do this at will as long as you don't move left or right.

After six hits it will explode and the time to rack up the points as the end-of-act marker descends.

DOCTOR ROBOTNIK'S FINAL CHALLENGE

This is the last final showdown with our Egg-Brained Nemesis, which is the most difficult battle yet as Robotnik unleashes not one, but three disabled new devices.

Robotnik appears upper right in his ship, it takes itself up on three giant legs and releases a ledge from below. A mega-metal ball is fired from the wall.

To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball; the problem is that the ball bounces at different heights and at random, so you're left guessing!

The best technique is to hit the ball and jump on the ledge and keep ramming Robotnik's craft as quickly as possible. After eight hits it will explode.

On sight in the case of Robotnik's old Egg-O-Matic. Crash in and it takes off flying Sonic to the right. Knuckles appears in front of you standing on top of a tower. He is toppled off his perch and Sonic continues to fly right until he meets up with Robotnik once again.

This time Robotnik has a deadly new triple-stage craft. He rises up from the right firing lasers at Sonic. Ram his ship five times to blow it up before he drops down again.

Ram him another four times and he explodes to reappear for the 'compromised' third.

This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that can grab Sonic and take him along.

You have to hit him eight times to beat him and reach the end sequence, assuming of course that you collected all seven Chaos Emeralds.

The waves are really tough and inter-flying hard. However, practice will see you through.

Robotnik's spiked machine will attack in three ways: strike back or follow in the case of a hit.



When it goes left and right there Sonic'll will sweep down the bottom of the screen. Wait in the middle of the screen then position Sonic in the last third of the right side of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right over the deadly spikes.

If he comes in from the right or left, get to the centre or last third of the left or right of the screen. As he enters leap right/left and hit his ship.

Your timing must be spot on to make contact with the right part of the ship - you'll soon see what is meant!

If all goes well you're then treated to the end-of-game sequence. Congratulations!

At the end of SFC's mammoth Sonic 3 solution, but even more data and more pics can be found in The Official Sonic 3 Play Guide from Time Books. SFC has 60 of them to give away 1993. Full details elsewhere in this issue.

Decap Attack

WHO KILLED
CHUCK?

PART 4

DETECTIVE CASE IS
HUNTING DOWN CHUCK
WHO HE SUSPECTS OF
MURDERING A DOUBLE
GLAZING SALESMAN

YOU CAN'T
GET AWAY
MURDERER

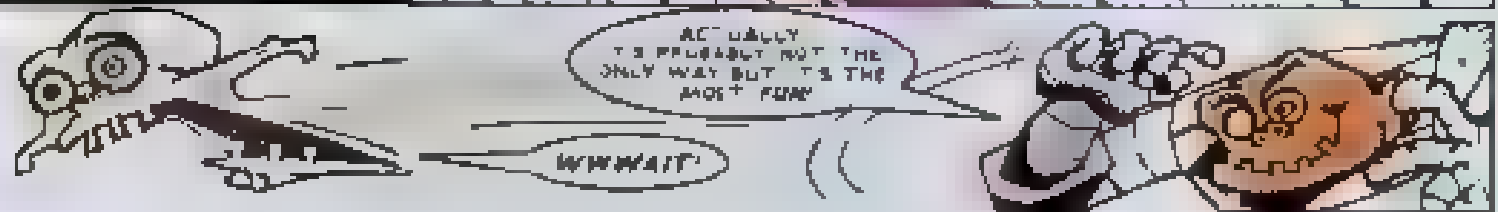
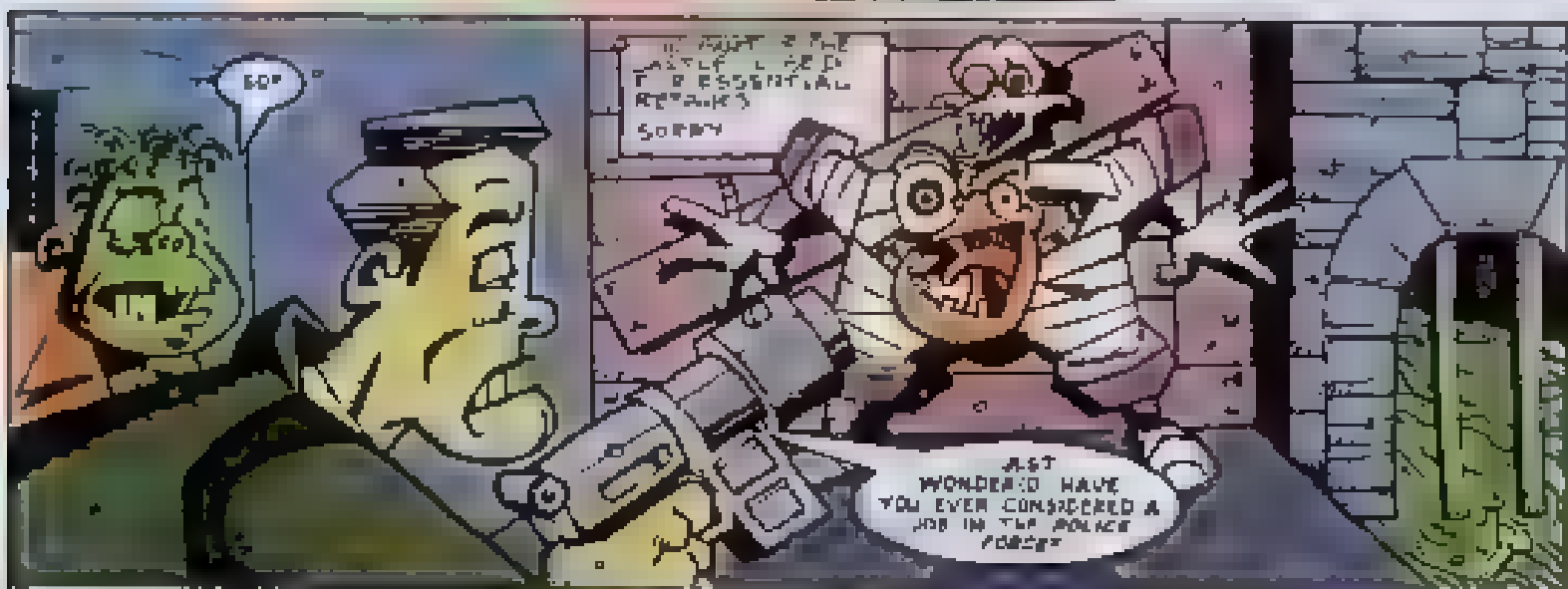
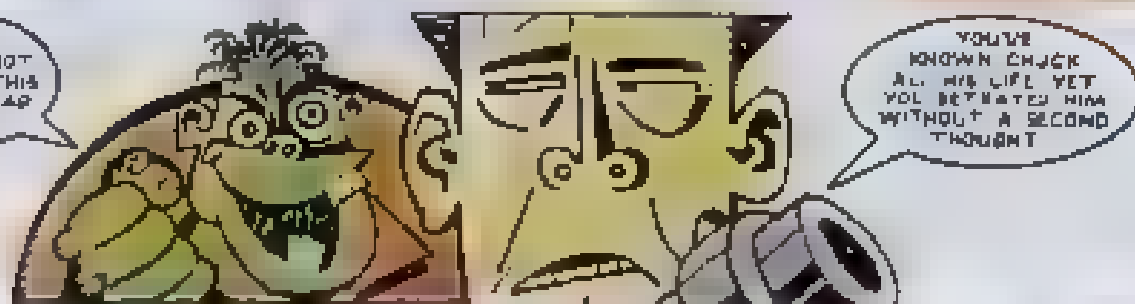
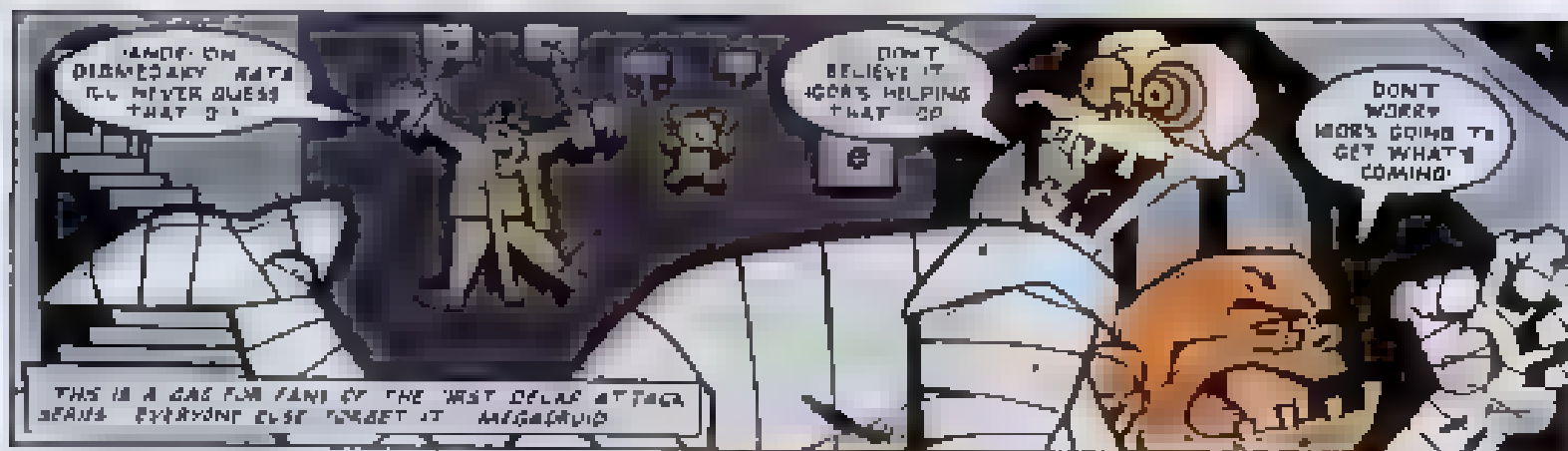
K. KEEP
RUNNING,
CHUCK!

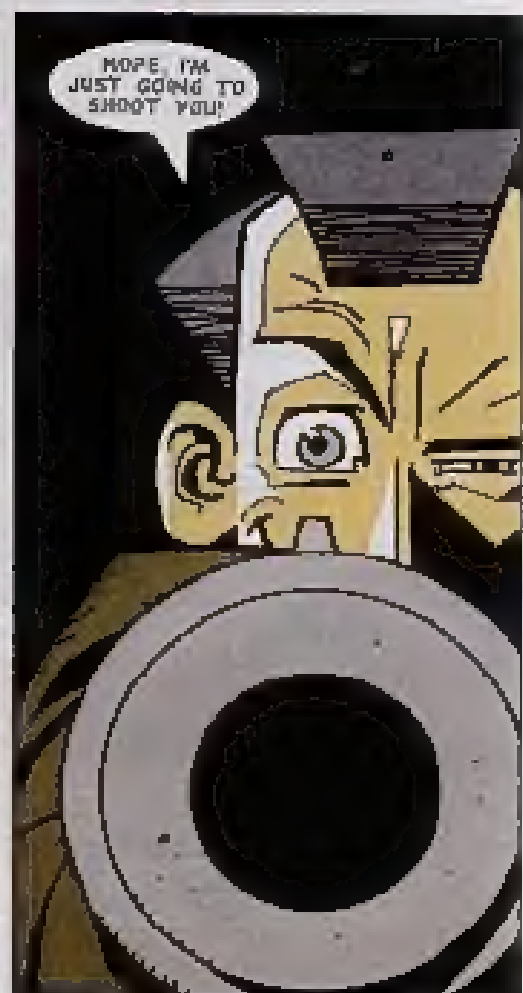
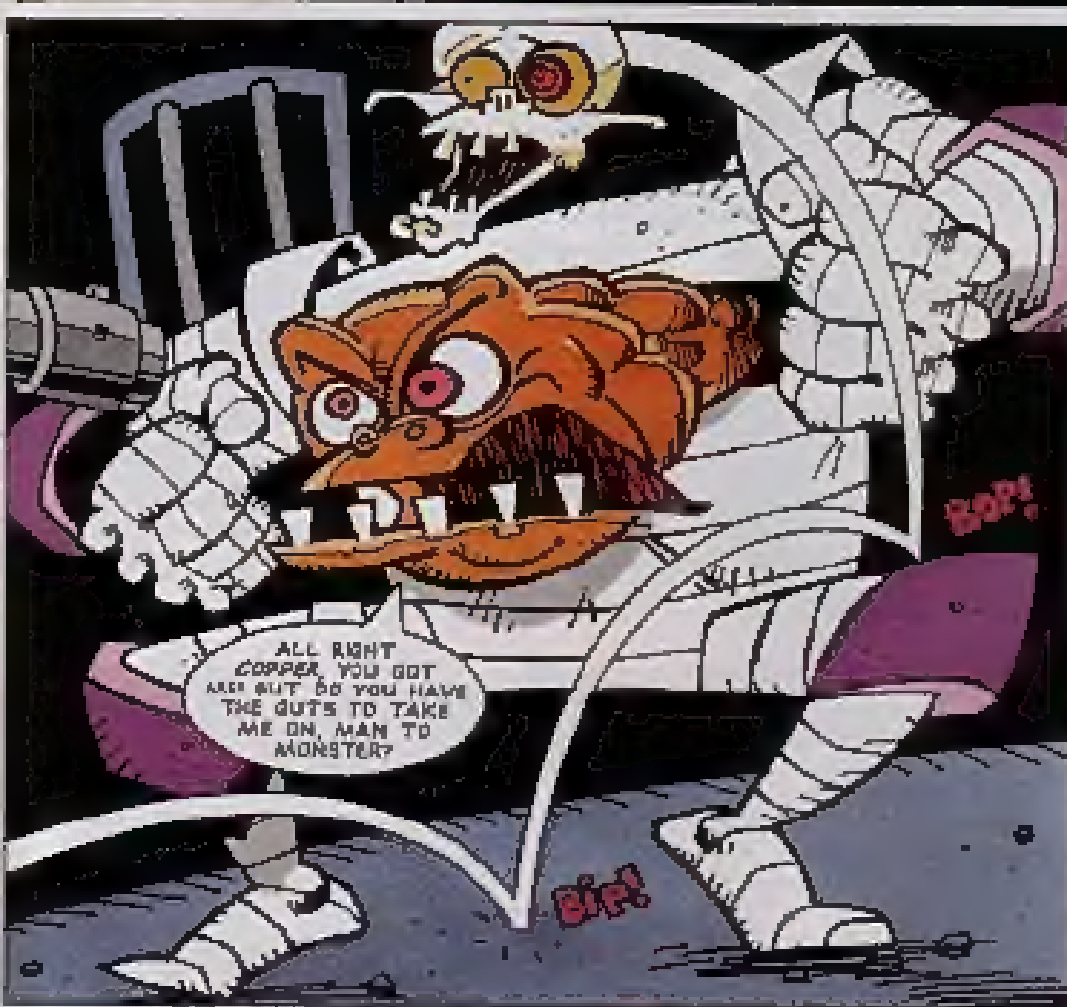
DON'T
WORRY HEAD.
WE'RE GOING TO THE
CASTLE DUNGEONS.
WE'LL NEVER FIND HIS
WAY AROUND
THERE

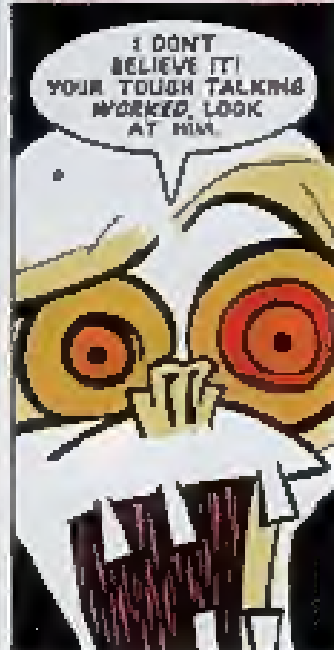
HE'S
HEADING FOR
THE DUNGEONS!
QUICK, THIS
WAY!

THIS IS
THE MOST FUN
I'VE HAD SINCE I
WAS WITH A
RUSTY OLD SHIP, AND
THEN HIT HIM WITH
THE SOGGY
END!

"BELIEVE ME BOONERS, YOU DON'T
WANT TO KNOW YUCK! MEGADON'D







SPEEDLINES



Send all to Megadroid about anything you want to do with STC, Sega or the meaning of life or we know it.

Send your letters and drawings to: Speedlines, Sonic The Comic, 28/21 Tactelost Place, London WC1N 3SU.

Write your name, address and Sega system you own (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segastational prize.

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Draws should be received within approximately 31 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tony Carr Ltd direct on the number listed below.

Techno Sonic

Dear Megadroid,

In your opinion which system do you think is the best for quality and value for money? The Multi-Mega or the Saturn? I'd also like to know whether there's going to be a Sonic 4? If so, will Ray or Mighty from the arcade game be in it?

Sui May Lo, Norwich, Norfolk,
Sonic Water Fun Game Winner.



At the moment Sui, just the Multi-Mega is on sale.

However, if you're thinking of buying Sega's hippest item - a combined Mega-CD and Mega Drive in one, start adding to your piggy bank as the price is in excess of £300! As for Saturn, this will be the next step up in video game technology. It aims to provide advanced quality of graphics and game play to equal that of the arcade games. Rumoured for release sometime in 1995, you can bet it will burn an even bigger hole in your pocket! As for Sonic 4, give Sega a chance. Sonic & Knuckles has only just been released.



Sonic the Tracks

Garry McNeil,
Chertsey,
Surrey.
GG & MD
owner.
Sonic Water
Fun Game
Winner.



Rax from Eternal Champions! See the new Champs series in this issue ...

Adam
Robertson,
Aberdeen.
GG & MD owner.
Sonic Water Fun
Game Winner.

Straight Talk

Dear Megadroid,

Why on earth do you use the word 'hums' instead of 'human'? Richard Smith, Biggin Hill, Kent.
MD owner.

Sonic Water Fun Game Winner.



Because I prefer to shorten my work...

Sight For Sore Eyes

Dear STC,

I think the new look Doctor Robotnik is ABSOLUTELY STUNNINGLY EGGSTERMINATIVE to the eyes! I advise everybody who is reading this to do themselves a favour - don't take a second look!

Jessica Tong, Epsom, Surrey.
MS/MD/MCD owner.
Sonic Water Fun Game Winner.



There's no harm in fooling, Jess.

Get in Print + Win a Prize!

It's your lucky letter and drawing printed in this page and a Segastational prize! See all these fabulous Tony Carr Ltd. Amazing Water Fun Games up for grabs. Don't miss your chance to win a prize! It's your lucky letter and drawing printed in this page and a Segastational prize! See all these fabulous Tony Carr Ltd. Amazing Water Fun Games up for grabs. Don't miss your chance to win a prize!

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WHO ARE YOU?

Fill in your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MS ☐ MD ☐ GG ☐ MCD ☐

GAME INTO STRIP

What STC game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 37

OF **STC?**

%